THE ULTIMATE UNOFFICIAL PLAYSTATION TIPS GUIDE!

PlayStation Solutions

YOUR NEW MONTHLY GUIDE TO BEATING PLAYSTATION GAMES!

11 Major games tipped
including Wing Commander 3, Motor Toon Grand Prix 2, Casper and many more!

Dark Stalkers
The Night Warriors busted

Formula 1
Be a Schumacher with our complete guide inside

Alien Trilogy
Don't get alienated with our complete guide

Jumping Flash 2
It's a gas gas too!

RAPIDE PUBLISHING
£3.95
volume one issue two

in THIS issue:

Formula 1 • Casper • 'D' • Wing Commander 3 • Magic Carpet • Dark Stalkers • Jumping Flash • Bust-a-Move 2 • Motor Toon Grand Prix 2 • Alien Trilogy

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Strikepoint

Hyper Match Tour Tennis

Bedlam

Down in the Dumps

Skeleton Warriors

Micro Machines 3

The Adventures of Lomax

Discworld II

Crash Bandicoot

Dark Stalkers

Die Hard Trilogy

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Casper

Sim City 2000

Formula 1

NHL Powerplay Hockey

Galaxian 3

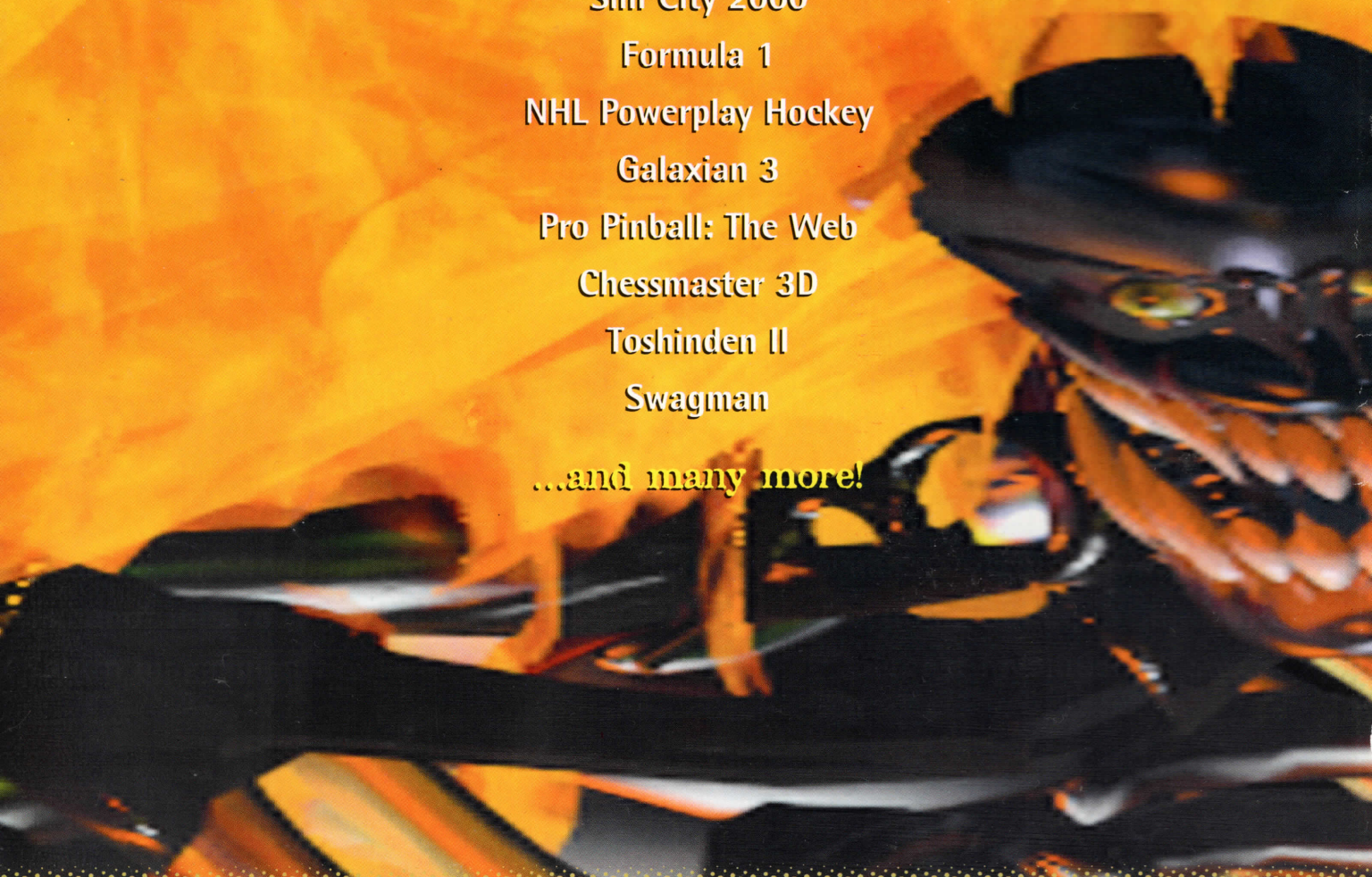
Pro Pinball: The Web

Chessmaster 3D

Toshinden II

Swagman

...and many more!



PLAYSTATION GAMES GUIDE!

TOTAL PLAYSTATION

100% Unofficial

Come to 'Bedlam' with...

EUROPE'S BIGGEST UNOFFICIAL PLAYSTATION GAMES GUIDE
100% Unofficial
TOTAL PLAYSTATION
Psygnosis race in with... Formula 1
...but do they take the chequered flag?
Hot Dog, it's... Crash Bandicoot
Sony's Sonic-beater inside!
Die Hard Trilogy
The finest movie tie-in ever?
Go For Gold!
Win copies of Olympic Soccer and Olympic Games
Bedlam
The most explosive PlayStation game ever?
The finest in PlayStation news, reviews and tips!

Game-reviewin', tricky-tippin', cow-pushin', car-crashin', donut-dunkin', console-crunchin', PlayStation-playin'...

TOTAL PLAYSTATION

news, reviews and tips!

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PlayStation Solutions

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Thanks go to:
Rob at Game on as always for letting us repeatedly use and abuse his erstwhile valuable stock.
Nick at JVC for getting off his arse and supplying us with stuff which we didn't even use — this time.
Mark at Bastion for the novelty pants.
The TPs for the begrudging help.

F1 8

The guide that brings the finest *Formula 1* game to life providing detailed descriptions of each corner of every track from the 95 season. No longer will hair-pins and chicanes prove to be a problem as we take you through them step by step. Also included are suggestions for the best car set ups is for each track plus much more making this the only complete guide of its kind.

D 40

The chilling classic finally gets the Solution's treatment with a step by step guide taking you through every piece of the action. It won't be long before everybody knows the meaning of *D*.

Casper 28

The friendly ghost takes his first steps off the big screen and onto the PlayStation. Wanting only to make friends with the family who've just moved into the the house, Casper suffers many trials and tribulations as his evil uncles try everything to get in his way. Our maps and guide should prove useful along the way in solving many of your haunting headaches.

Magic Carpet 52

The action packed strategy game full of eastern promise finally gets a guide worthy of its attention. Detailed flight and combat techniques complemented with guides to more than forty of the levels make this an essential reference when trying to defeat one of the toughest games of all time.

Wing Commander 3 46

Taking you through the more social side of this epic sci-fi adventure, this guide is indispensable as you talk and walk your way through the TCS Victory. Also including combat techniques and advice, the force will surely be with you this time.

Volume One Issue Two

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94 Alien Trilogy

The ultimate guide to the ultimate shoot-'em-up with all the stops pulled to provide the most comprehensive coverage of the game yet. Never again will you be at a loss with superbly detailed maps and plenty of wholesome advice.

60 Darkstalkers

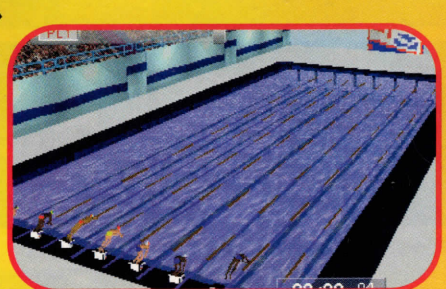
Not only one of the best looking beat-'em-ups but one of the most playable too, providing endless variations in gameplay. This guide not only provides the moves but gives advice about the more subtle things that make a good beat-'em-up great.

82 Motor Toon GP 2

One of the most fun racers of all time and definitely the most colourful gets an extra boost of vitality with all the cheats and a guide to each track.

90 Olympic Games

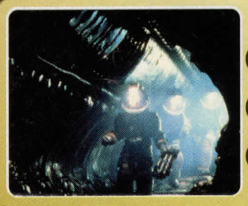
Our resident master of Track and Field turns his lightning fingers towards Olympic Games giving you the low down on how to become the Olympic Champion.



The rest...

110 Mini Tips

The ever growing reference section of the magazine remains the most complete list of cheats, hints and tips ever compiled. If a game is proving just that little bit difficult, or may be you've exhausted all of its options, take a look here to find the medicine to cure your gaming ills.



Apparently they're making an Alien 4 in which Ripley discovers '3 was just a dream. Lucky for her, really.

Intro:

Time to get mobile, people. It's just another glorious month with PLAYSTATION SOLUTIONS. I love SOLUTIONS. Every word poetry. Every screenshot an artform. We've travelled 500 light years through space to answer a distress call from the planet Earth. Sensors indicate thousands of lifeforms crying out as one for advice on not only the latest PlayStation releases but classic oldies as well. Intelligence reports the ever increasing popularity of trade-in — getting discounts on new games in exchange for old — means a great number of earlier releases are experiencing a second wind (and we're not talking about Gary after a Vindaloo curry here).

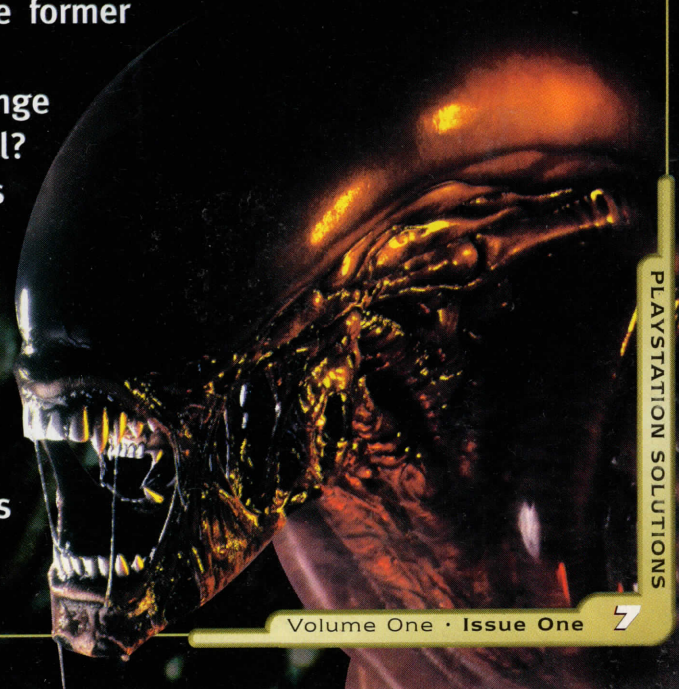
Sources indicate the biggest release of the summer was Acclaim's *Alien Trilogy*. Three months on and the SOS calls are still jamming the switch boards so we sent a crack squad of game tamers in. Their mission — to wipe them out. Not, of course, to bring back.

Far Eastern legends didn't get off any lighter as we took to our magic carpets, returning home victorious and with a complete guide to the former PC game of the year in tow.

Sinister goings on in a strange mansion — who ya gonna call? Could four blokes in boiler suits bring you all the maps to *Casper*? I doubt it.

The big one though is Psygnosis' peerless *Formula 1*. Everything a racing game should be with the added bonus of Murray Walker!

Well people, that's the brief. Now let's move like we've got a purpose!



Formu

This F1 racing sim has been literally flying off the shelves since its September release. Psygnosis have certainly proved themselves winners - as will you with this excellent player's guide!

Publisher: Psygnosis
Telephone: 0151 282 3000
Players: Two
Price: £49.99
Released: Now
Game Type: Racing

Racing Line

The racing line is the ideal position to be on the track giving you the optimum usage of the space available.

The racing line is plainly visible on the the tracks because of the tire tracks left by the other cars. Thus you can follow the most popular racing line around the track.

The racing line is most important around the corners. A corner can be separated into three parts being the entrance point, the curb clipping or hugging, and the exit point. The entrance point requires the car to be in a position where it can sweep into the bend setting the car up for the next part of the cornering. This is generally the slowest part of any corner.

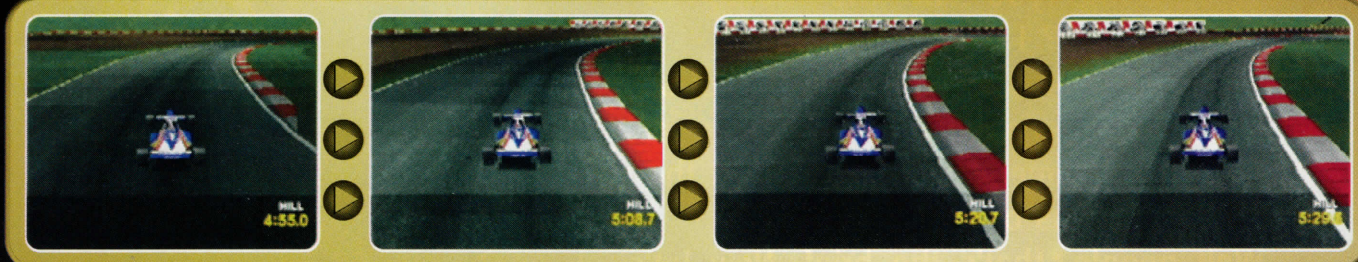
Clipping or hugging the inside curb ensures the tightest of cornering possible and should be taken at a constant speed no faster than the entrance speed to ensure no slipping. The exit point is more or less the end of the corner. Here the car can accelerate which in turn will cause it to drift as the car loses grip. If positioned well, the car will drift to the outside of the track just as it steadies itself on entering the straight. Taking these three points into account ensures the optimum usage of both the car and the track.

Car Handling

Many errors can be made going through a corner which can cause not just the loss of a place or two but possibly retirement. If you have accelerated into a bend too quickly, slamming on the brakes is not the cure. This will cause the brakes to lock up preventing the car from steering. The trick is to dab the brakes whilst making the turn which although not slowing the car as quickly as perhaps wanted, does ensure that the car turns to some degree until it can be properly corrected. Accelerating out of corners too vigorously can lead to the car shooting off the track. This can only be corrected by stopping acceleration and dabbing the brakes.

Car Setup

With each track during the World Championship containing so many varying characteristics, it is essential that the car is properly setup to make maximum use of the track. The following suggestions provide an idea of how your car should be set up for each race track.

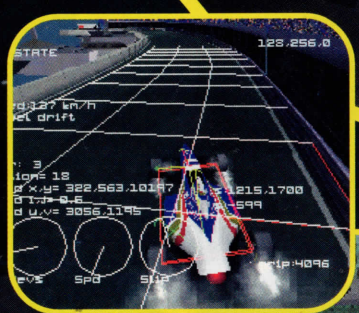


Riding along in my automobile, if you don't believe what I say just feel, I got my kicks on Route 66... doing Jive Bunny-style captions. Nurse!

f1

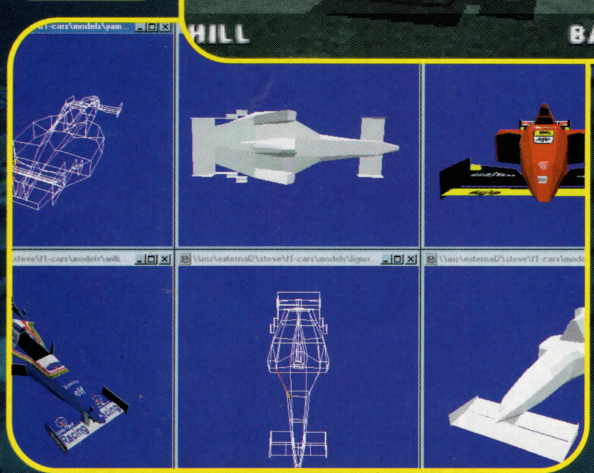
"A Ferrari without a blown engine… that's a novelty", commented our designer Andy as we were deciding what to write in this caption. Git.

He doesn't know that a train of thought is a delicate thing, and the swine went and de-railed ours. It was him that made this box so damn big, the oik…



Above: an absence of a suitable racing line and, due to the limited audio potential of magazines, a lack of Murray Walker's racing whine…

Hey! We can see that car's arse from here… and its gear-box! Oo-er!



Captions are like crusty bogeys – absolute bum-bag. Right kids?

Australia - Adelaide

Track Record: 1min 15.381's (Damon Hill)
Length: 2.349 miles
5% race: 4 laps
Full race: 81 laps
1994 winner: Mansell

1 Turn One

It's easy to come into this left-right-left chicane at top speed, but it's safer to take it in fourth.

2 Wakefield Corner

A sharp right hander, this tight bend must be taken with extreme caution. Slowing down to second gear, players can accelerate up into third, or fourth before coming to a left hand turn that's just as sharp as Wakefield.

3 Turn 6

This easy right hander can be taken a lot faster than the previous two bends, but still demands some caution. Tapping on the brakes should slow you down enough to get around without smashing into the wall. Coming out of the corner, a straight lies ahead, so accelerate out of the bend.

4 Turns 7 and 8

A quick left-right combo, these turns can be taken almost at top speed. For the daring, it also provides a good opportunity for over-taking. Mounting the kerb for just a second, it's possible to whizz by cars who are more inclined to stick to the racing line.

Although there are several sharp ninety degree corners, it is essential to make maximum use of the long straights. Therefore a compromise has to be made with downforce. This will mean that the car will be difficult to drive around corners because of the reduced grip but if too much downforce is applied you will be overtaken on the straights.

5 Turn 9

This easy right hander can be taken in third and accelerated away from in fourth. With a long straight beckoning, it's important to come out of the corner with speed, or you'll be overtaken.

6 Dequetteville

More commonly known as Brabham Straight, this extremely long straight is perfect for overtaking. Pick up speed and just sail past your rivals. Watch out for the roundabout though!

7 Roundabout

Sweeping in from the left side of the track, this tight right-hander has to be treated with great respect. It should be entered in second gear with the inside curb being clipped if possible to ensure the perfect racing line.

8 Foster's Corner

An extremely sharp right hander that should be taken in second gear. This corner should be swept into from the left side of the track and the inside curb should be hugged until acceleration is possible.

Pacific - Aida

Track Record: 1 min 14.023s (M Schumacher)
Length: 2.314 miles
5% race: 4 laps
Full race: 83 laps
1994 winner: Schumacher

1 Turn 1
A moderate right hander, the first bend of the Aida race track must be taken in second, or third gear. Brake as you come to the end of the long straight before it and then accelerate as you come out of the bend.

2 Williams Corner
The long, arching Williams Corner can be taken quite easily in fourth gear. Accelerate out of the bend to top speed.

7 Redman Corner
This ninety degree left hander must be taken in second gear with drivers accelerating into third as they come out of it. The corner is deceptively long though so caution is needed not to accelerate too early.

6 Piper Corner
Just a light tapping on the brakes is all that's needed to get around this fairly sharp bend in one piece.

5 Hair Pin Corner
Not surprisingly a hair pin bend, this corner comes at the end of a long straight and demands extra caution. The corner appears out of the blue, so a wary eye should be kept on the top of the screen for advanced warning of it's approach. The corner itself should be taken in second with players drifting in from the left and then accelerating away on the left as well.

A thin circuit that gives few opportunities to gain any speed. This means that quite a lot of downforce is necessary to navigate the difficult corners. Also with there being little chance of reaching high speeds, the corners are where the overtaking is going to be done meaning high grip will be required.

3 Moss S
A fairly straight line can be taken through the Moss S bend, ensuring drivers can take it at top speed.

4 Attwood Curve
This tight, long hairpin must be taken in second with drivers accelerating to third and then fourth as they come out of it.

Argentina - Buenos Aries

Track Record: 1min 45.287s (Nelson Piquet)
Fastest Qualifying Lap:
Length: 2.585 miles
5% race:
Full race:
1994 winner: N/A

A track that contains many tight corners and only a couple of relatively short straights making the downforce choice quite obvious. Downforce should be kept quite high to ensure overtaking opportunities around corners are made use of. More grip also means faster cornering which gives them more importance over the straights.

1 Turn 1
Coming at the end of a long straight, the first right hand turn has to be negotiated in second gear with drivers easing up into third as they come out of it.

2 Turn 3
This tight hair pin bend has to be taken very slowly, or the car will drift out to the right and into the crash barrier.

3 Turn 4
This relatively easy left hander can be taken fast (third, even fourth gear) and there's a nice run up to the next turn.

4 Turn 5
A wide right hand turn, this corner can be taken in third gear if players start the corner out on the left and then cut into the corner on the right

5 Turn 7
This extremely tight right hand hair pin must be taken in second gear. Choose a higher one and the crash barrier beckons. Before the corner, drift out to the left of the track and then cut onto the corner, before accelerating away.

6 Turn 12
The most deceiving corner on any of the tracks, this intensely sharp left hander is approached from below, making it impossible to see what is on the other side. Come at the bend from the right hand side and brake down into second gear as you come to the top of the hill, then bank hard left and accelerate into the next corner in third gear.

Brazil - Interlagos

Track Record: 1 min 17.578s (Nigel Mansell)
Length: 2.687miles
5% race: 3 lap
Full race: 71 laps
1994 winner: Schumacher

1 Senna's
A fairly sharp left-hander, Senna's corner has to be taken in second gear, but it's possible to accelerate out of the bend in third.

2 Curva Do Sol
This easy left-hand turn can be taken at full speed and, with the long straight ahead, it enables plenty of opportunity for overtaking.

Although there are several sharp corners, it is essential to make maximum use of the long straights. Therefore it is best to set up the car with very little downforce. This will mean that the car will be difficult to drive around corners because of so little grip but if too much downforce is applied you will be overtaken on the straights.

7 Mergulho
As deceiving as Cruva do Laranjo, approaching this left hander at top speed will have disastrous consequences. Brake hard as you come to the bend and then accelerate away as fast as possible. Don't be fooled by the track that runs straight on, it only leads to a dead end.

3 Subida Do Lago
This ninety degree turn has a bumpy entrance, making it easy to spin-off. Slow down into second before accelerating out of the turn.

6 Cotovello
Exiting Pinheirinho, there's no time to get up to top speed as another sharp right hander, Cotovello, approaches. Drop down into first gear and then accelerate as you come out of the bend. It's important to move over to the right hand side soon after you come out of the turn as you need to turn into the left hander that's approaching or you'll slide off the track.

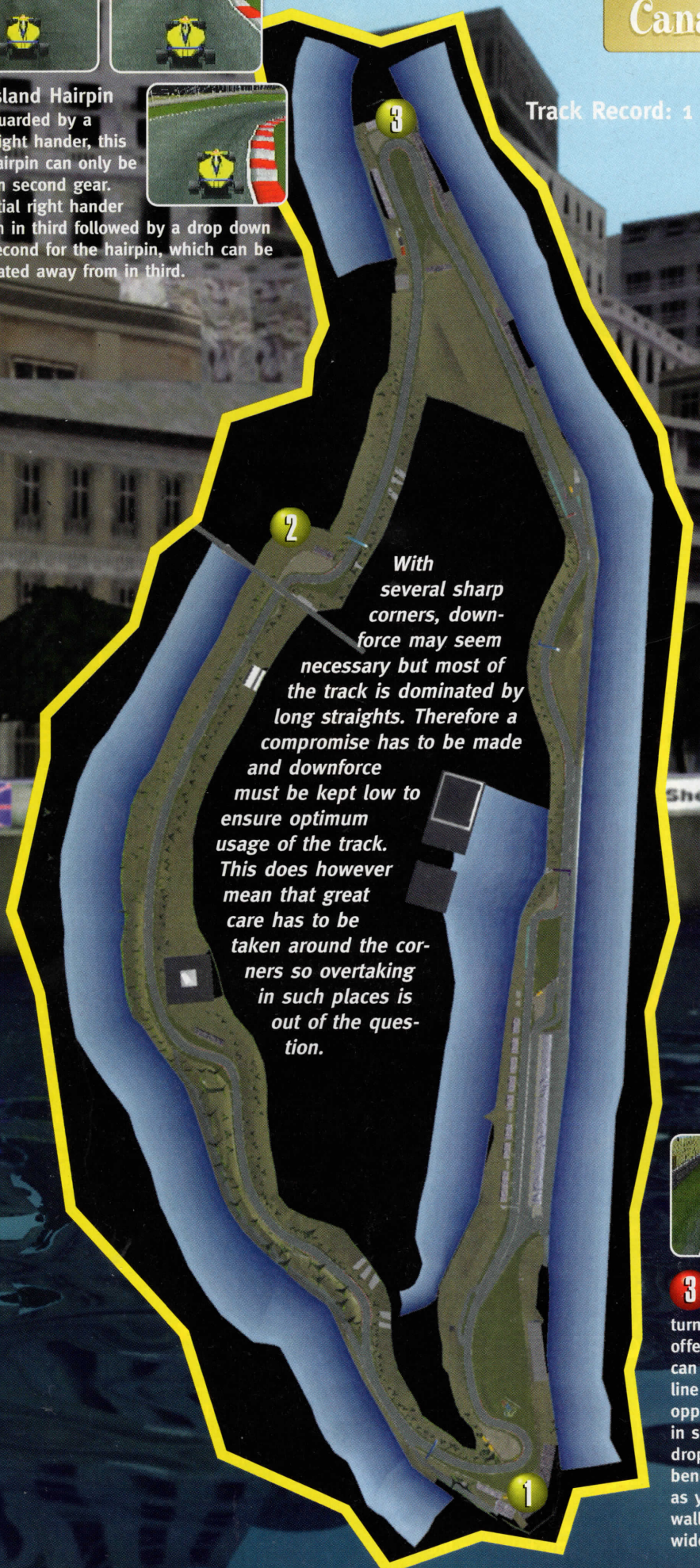
4 Cruva do Laranjo
This double apex right hander is extremely deceiving and unforgiving. After going through the first apex in fourth gear, it's easy to drift out too wide and, when you come to the second one, you'll find yourself having to brake hard to avoid spinning off. Try to keep as tight a line as possible and then accelerate out of the bend, but watch out for Pinheirinho

5 Pinheirinho
Following the sharp right hander comes this very, very tight left hander. Cut into the corner in second and then accelerate away.

Canada - Montreal

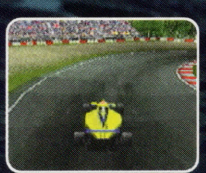
Canada - Montreal
Track Record: 1 min 21.500s(Schumacher)
Length: 2.753 miles
Full race: 69 laps
1994 winner: Schumacher

1 Island Hairpin Guarded by a tricky right hander, this tight hairpin can only be taken in second gear. The initial right hander is taken in third followed by a drop down in to second for the hairpin, which can be accelerated away from in third.



With several sharp corners, down-force may seem necessary but most of the track is dominated by long straights. Therefore a compromise has to be made and downforce must be kept low to ensure optimum usage of the track. This does however mean that great care has to be taken around the corners so overtaking in such places is out of the question.

2 St Lawrence River Straight Coming out of the Island get up into sixth before slightly easing off into third for a left-right combo. After this, it's up into sixth again before braking down into second for a right-left chicane. Then there's a long, fast straight leading too Pits Hairpin.

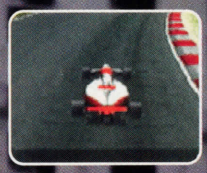


3 Pits Hairpin A 180 degree turn, this hairpin offers those who can keep a tight line an excellent opportunity for overtaking. Approaching in sixth, drivers must brake hard and drop to second gear before taking the bend. There's no kerb on the outside as you come out of the bend, just a wall, so it's important not to drift out wide.

Portugal - Estoril

Track Record: 1 min 14.859s (David Coulthard)
Length: 2.709 miles
Full race: 71 laps
1994 winner: Hill

A compromise with downforce must be made on this twisting track so that overtaking on the few straights is possible. Corners also need to be taken well to defend against cars that perhaps have better grip so downforce should be kept within the mid range.



1 Pirelli Bridge
Taken at high speed, drivers must use the low kerb to help keep them on track. Enter the corner in third, but drop to second if the car starts to slide.

7 Turn Thirteen
Enter this long, sweeping right hander in fourth, moving up into fifth before coming out at top speed. The long finishing straight lies ahead.

3 Turn Four
For this tight apex corner, drop down into second gear and ease the car around before accelerating into the long straight ahead.

6 Turn Nine
The tightest corner on the track, (drivers have to slow right down to 30, or even 40 mph to take it), turn nine is a tricky bottle-neck. Drop down into first gear to get around, but don't accelerate too much as there's a nasty right hander waiting just ahead.

5 Turn Seven
A banking right hander, turn seven can be taken in third gear with a little help from the kerb towards the end of the bend.

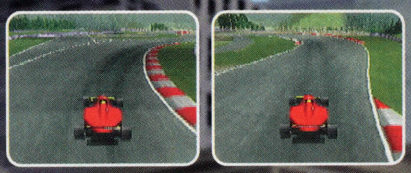
4 Turn Six
Brake hard of the end of the straight and change down into third gear, nudge around the corner before speeding into third and then fourth gear.

Belgium - Spa

Track Record: 1 min 57.117s (Damon Hill)
Length: 4.33 miles
Full race: 44 laps
1994 winner: Hill

1 La Source
Coming straight after the starting grid, this sharp right hander is often the scene of massive pile-ups. To avoid the barriers, take the corner in first, or second gear.

2 Eau Rouge
Entered at top speed, this combo of left-right-left bends requires little braking.



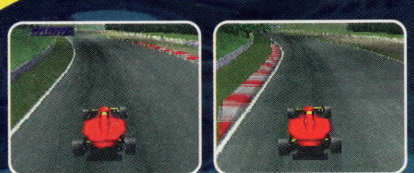
3 Les Combes
Another combination of turns although this time it's right-left-right. Entered in fourth gear, players need to ease of the gas slightly after the second turn, before pulling away from the third in third gear.

Several sharp corners fail to compromise the glorious long straights making this a very fast circuit. Thus downforce is best kept to a minimum to ensure optimum usage of the straights is made. This means that corner taking must be kept slow and careful to prevent the car from drifting into the numerous barriers.

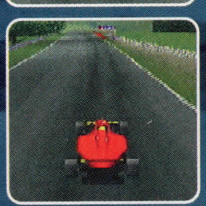
4 Malmedy
Entering this hairpin in second gear, drivers can put their foot to the floor halfway around and come out in third.

5 Le Pouhon
A double apexed180 degree left hander, Le Pouhon can be taken with ease in fifth gear, or 150 mph!

6 Stavelot
A double right hander with a little straight between the two, Stavelot is another extremely fast corner. The first bend can be taken in fourth, whilst the second can be entered and exited in fifth.



7 Blanchimont
A very wide and gentle left hander that shouldn't provide any trouble, even when going flat out.



France - Magny Cours

Track Record: 1 min 17.070s (Nigel Mansell)
Length: 2.640 miles
5% race: 3 laps
Full race: 72 laps
1994 winner: Schumacher

1 Grande Courbe
Approached at speed, the long, arching Grand Courbe can be taken in top gear, although the cars tend to drift out wide onto the grass banks as the corner tightens at the exit.

2 Estoril
This long straight can be taken flat out, but some solid braking is needed when approaching Adelaide

With five long straights, it is necessary to keep the downforce low to keep optimum performance. The corners of the track are not too taxing with many being easy and long so speed can be kept high for most of the track.

3 Adelaide
This tough hairpin right hander double backs the track back the way it came and must be taken in first, or second gear.

6 Lycee
Guarded by a tricky chicane, Lycee doesn't pose too many problems as it's difficult to maintain much speed into the corner. A slight easing off the brakes and a drop down into second, or third gear should be sufficient to sail around in to the home straight.

4 Nurbugring
Not as tight as Adelaide, Nurbugring is nevertheless an extremely sharp corner and can only be taken safely in second, or first gear.

5 Imola
A right-left combination, Imola provides quite a few surprises to the uninitiated. The first part of the combo can be taken in high gear, but the brakes have to be applied for the second part which is best taken in third.

Germany - Hockenheim

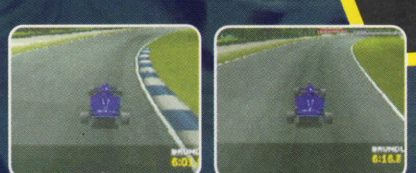
Track Record: 1min 41.859s
(Michael Shumacher)
Length: 4.235 miles
5% race: 2 laps
Full race: 45 laps
1994 winner: Berger

1 Turn One
This fast corner can be taken at top speed.

2 Bremskurve 1
This tricky chicane can cause a few problems, but if you don't mind a bumpy ride, you can always take a short cut and go over the kerb, across the grass and back on to the track. Unless car damage is turned off though, the car will probably suffer.

With a large number of long straights and few corners of any real threat downforce must be reduced to minimum to remain with the pack. With little grip, corner taking needs special care and attention to prevent spins but taking these slowly is okay and is more than made up by the speed on the straights.

3 Bremskurve 2
This second chicane is even more of a pain than the first, drivers must slow down into third gear before accelerating away hard.



4 Ostkurve
Coming out of the second chicane, drivers immediately enter a sweeping right hander that can be taken at full pelt.

7 Sachs
The slowest part of this otherwise fast track, Sachs corner is a tight hair pin that requires a change down in to second gear.

6 Agip
This fast right hander can easily be taken in fourth gear, whilst the adventurous ones may even risk fifth.

5 Bremskurve 3
The fastest of the three chicanes, Bremskurve 3 can almost be taken at full speed. Just a slight easing off the gas and the right ang le should get drivers around this without having to slow down much. Watch out for the bumpy kerbs though!

Hungary - Hungaroring

Track Record: 1 min 18.308 s (Nigel Mansell)
Length: 2.47 miles
Full race: 77 laps
1994 winner: Schumacher

1 Turn One
A circling, downhill right hander, the first turn of the Hungaroring sums up most of the track - slow and twisting. Drivers must enter this corner in third and try to exit in fourth.

With few straights of any length, cornering becomes the main objective. Thus the downforce needs to be set quite high to ensure optimum use of the corners. The corners are the place where any overtaking is going to be done but these opportunities still only appear occasionally. Patience is the key waiting for the right moment to strike.

2 Turn Two
An acute left hand turn, Turn Two of the Hungaroroing track leaves drivers little choice but slow down into second, or third gear, before the track sweeps into a fast right hander.

3 Turn Three
Approaching down the middle of the track, drivers must slow to third gear before being able to take this left hander safely.

4 Turn Four
After a short straight, turn four approaches. A sweeping, arching right hand turn, it can be entered in third, driven through in fourth and, finally, exited in fifth.

5 Turn 6
Despite the sharp right-left chicane prior to this easy left hander, players can pick up enough speed to take this relatively wide bend in third, or fourth gear.

6 Turn 8
Deceptively sharp, this corner, with the help of the exit kerb, can actually be taken quite fast in fourth gear.

7 Turn 10
Slow down into second for this hairpin bend.

8 Turn 11
Leading into the homeward straight, this long, teasing right hander can throw even the best drivers. Ease of the gas before cutting close into the corner. The car will drift out to the left, but the kerbs will keep you on course.

San Marino - Imola

San Marino - Imola
Track Record: 1 min 24.335s (Damon Hill)
Length: 3.132 miles
Full race: 61 laps
1994 winner: Schumacher

A fast track that requires the down force to be compromised even though there are many difficult corners. The down-force should be kept in the mid range to ensure enough speed can be achieved on the straights, whilst corners can be taken with enough vigour to ensure places aren't lost.

1 Tamburello
Famed for the death of Ayrton Senna, Tamburello corner has been tamed. A left-right combo of corners, it must now be taken in third gear.

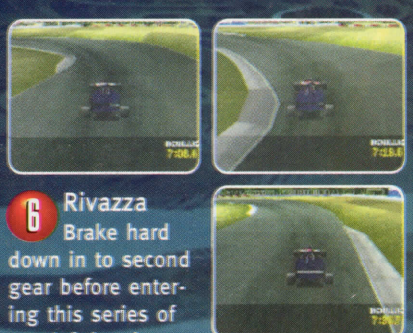
2 Villeneuve
This acute left hand corner can be taken in second, but only if drivers get out wide and cut tight into the corner.

3 Piratella
A fast left hand corner, Piratella should be entered in third gear and exited in fourth.

7 Variante Bassa
An easy right hander, this corner can be taken at full speed without any worries.

5 Variante Alfa
Coming at the end of a moderately long straight, the Variante Alfa chicane can be taken in third gear. Drivers must refrain from accelerating too much before they have exited, else it]s easy too lose control and end up on the grass verges on either side of the track.

4 Acque Minerale
The first part of this double apex can be negotiated in fourth gear, but the second has to be taken considerably slower in second, or third.



6 Rivazza
Brake hard down in to second gear before entering this series of two left handers.
After taking the first turn, keep in second gear until half way around the second turn an then accelerate away in to the straight.

Monaco - Monte Carlo

Track Record: 1 min 21.076s (Shumacher)
Length: 2.068 miles
5% race: 4 laps
Full race: 78 laps
1994 winner: Schumacher

With the most difficult corners found within the entire World Championship maximum down-force is necessary. With grass verges nowhere in sight, cornering mistakes must be out of the question to avoid barrier collisions. All cars have to be set to maximum down-force on this track so the few straights will not pose a threat.

1 Virage de Sainte Devote
Approached in sixth gear at the end of the long home straight, some heavy brakings required to get around this tight corner in second, or first gear.

2 Virage massenet
This long left hander is best taken in third with the car kept as close to the inside kerb as possible.

3 Casino Square
Speeding down the hill, this tricky right hand turn must be taken in second, with drivers accelerating in to third as they exit.

6 Nouvelle Chicane
Coming out of Lowens tunnel, drivers must brake hard and change down into second gear to get around this awkward left-right chicane.

5 Virage du Portier
Yet another sharp right hander that can be sailed around in second gear.

4 Virage Ancienne Gare
This hairpin limits drivers to just first gear and with a sharp right hander just after the exit, there's not even much time for acceleration.

Italy - Monza

Track Record: 1 min 23.575 s (Damon Hill)
Length: 3.602 miles
Full race: 53 laps
1994 winner: Hill

1 Variante Goodyear

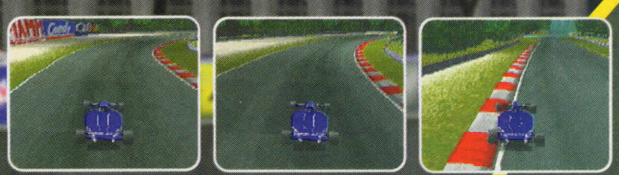
Approached at top speed, this series of two chicanes can cause endless trouble to the reckless. The first, narrow chicane must be taken in second and even then the kerbs are needed to keep the cars off the grass verges. Coming out of this, there's hardly to time to get up into third before the second chicane arrives. Much faster and wider than the first, this can be taken quite comfortably in third and exited in fourth.

2 Curva Grande

This long, sweeping right hander can be taken at top speed.

3 Variante della Roggia

With the help of the kerbs, this left-right chicane can be taken in third gear (100mph)

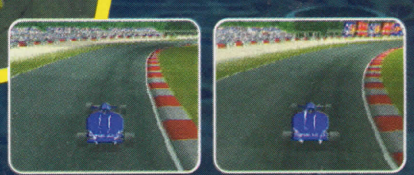


4 Curvo di Lesmos

Invariably taken in fifth gear, drivers may need to dab on the brakes slightly as the exit to this long right hander approaches.

5 Curva del Vialone

Approached at speeds in excess of 200mph, drivers must brake hard before taking this sharp left-right chicane in third gear.



6 Curvo Parabolica

Leading into the finishing straight, this long, looping right hand turn can be taken in fourth, although the cars have a tendency to drift out wide towards the exit of the bend.

Although there are several sharp corners, the few long straights must be made maximum use of. Therefore downforce must be kept quite low otherwise places will be lost on the straights. Great care must be taken around the corners with such low downforce but a compromise has to be made.

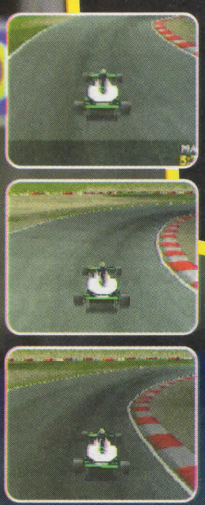
Europe - Nurburgring

Track Record: 1 min 22.81s (Niki Lauda)
Length: 2.822 miles
Full race: 72 laps
1994 winner: Schumacher

With the greater part of the circuit dominated by sharp corners a compromise has to be made with the downforce. There are also two straights but because these don't dominate the majority of the circuit downforce is best kept within the mid range.

1 Castrol Bend
This right-left combo can be entered in third and exited in fourth.

2 Sachs Passage
A longish straight, Sachs passage affords drivers the opportunity to get up into sixth gear.



4 Dunlop Corner
A wide 180 degree hairpin, Dunlop Corner demands extra caution. Coming off the back of a long straight, it's approached at speed, but drivers must slow to second gear to get around the apex of the bend and then accelerate out of the corner in third.

3 Vavoline Curve
After the fast left hander coming off the end of Sachs passage comes this tight second gear turn. Enter from the right, cut in sharp and the pull away in third gear.

5 Yokohama Curve
Due to the wide track, this right angled left hander can be taken in third quite comfortably.

6 Veedol Curve
This quick left-right combo is almost a chicane. Taking as straight a line through as possible, Veedol should be entered in second, or third and then, when coming out of the second corner, should be exited in fourth.

Britain - Silverstone

Track Record: 1 min 27.100s (Damon Hill)
Length: 3.142 miles
Full race: 59 laps
1994 winner: Hill

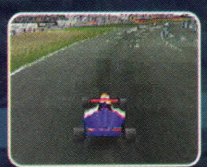
1 Copse
This extremely fast right hander can be taken in fourth, or even fifth.

2 Maggots, Becketts and Chapel
This series of left-right-left-right-left bends can be taken in sixth gear, except for Chapel, the second to last one. Coming out of Becketts, an easing down into fourth gear is needed to get around this tight right hander.

3 Stowe
One of the slowest corners on the track, Stowe must be taken in second gear, with drivers accelerating out of the bend in third.

4 Club
Basically a left-right combo, the first part of Club must be taken in second. Once around the sharp left hand turn, the corner banks into an arching right hander that drivers can accelerate through until they come out of the corner in fifth gear.

With several straights and many corners of varying degrees, down-force has to be kept within the mid range. This gives the car a good all round capability making this a very testing track.



5 Priory, Brooklands and Luffield
This series of two acute left turns, followed by two equally tight right ones makes up the slowest part of the track. The two left handers are taken in second gear, whilst the first right can be taken in third before initially ropping down into second again for the last right turn.

6 Woodcote
Leading into the finishing straight, this easy right turn can be taken flat out.

Spain - Catalunya

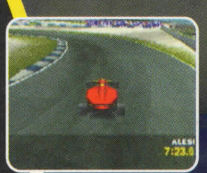
Track Record: 1 min 20.989s (Michael Schumacher)
Length: 2.949 miles
1994 winner: Damon Hill

Although there are several tight corners, the long home straight needs to be made use of as an opportunity to overtake. Thus a compromise on the downforce needs to be made meaning that it should be kept within the mid range.

1 Elf
Coming at the end of the long finishing straight, drivers come into Elf at top speed but must slow down to second gear if they want to get around this tricky right hander. Coming out of the bend, a little left hand corner approaches, but this can be taken easily in fourth gear, making it possible to accelerate out of Elf.

6 Homeward Straight
This last corner can be taken in fourth gear, ensuring drivers can reach top speed along the finishing straight.

2 Repsol
A long right hand turn, Repsol can be taken in third gear, although the car can sometimes slip out on to the right side of the track. Coming out of the bend, a tricky hair pin awaits.



5 La Caixa
An extremely acute corner, La Caixa sweeps right round to the left before leading into a right hander. Taking the first bend in second, before accelerating to fourth and then taking the second corner in third.

3 Wurth
Coming in from the right, this acute left hand turn can be taken in third, but the timing has to be spot on. For an easier and safer way around, drop down into second gear instead.

4 Camposa
This moderate right hander can be taken in fifth gear quite safely.

Japan - Suzuka

Track Record: 1 min 40.646s (Mansell)
Length: 3.64 miles
Full race: 53 laps
1994 winner: Hill

With several long straights, downforce must be kept low even though there are many sharp corners. Thus corner taking can be difficult but must be made the best of because most overtaking is done on the straights.

1 Turn One
Slow down into fourth gear, before accelerating through the bend and coming out in fifth.

7 Spoon Curve
An easy left hander which can be fairly easy if steered around in

2 After turn
one, brake hard for this sharp right hander which has to be negotiated in second, or third gear.

6 Hairpin
This crunched up hairpin requires a drop down into first gear.

5 Degner Curve
Drop down into third just before taking the corner and then accelerate under the bridge.

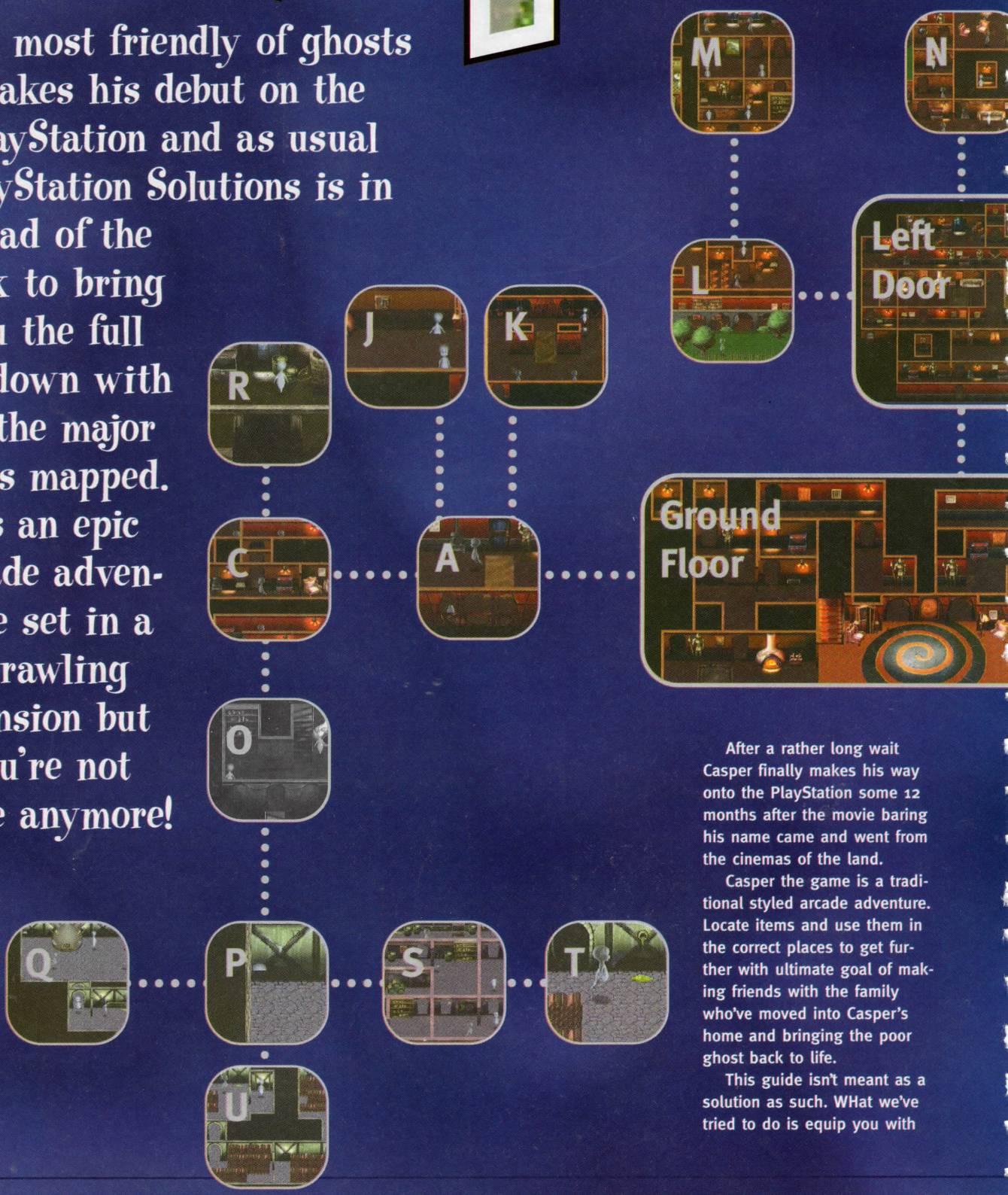
3 The S Curves
A left-right-left-right combination. Come into the first turn in third, accelerate through to fourth before dropping down to third for the next two turns.

4 Dunlop Curve
Coming out of the S curves it's on to this — a long left hander which can be entered in fifth and exited in sixth.

Publisher: Interplay
Telephone: 01628 423 666
Players: One
Price: £44.95
Released: October
Game Type: Adventure

Casper

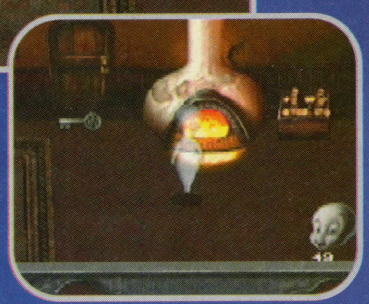
That most friendly of ghosts makes his debut on the PlayStation and as usual PlayStation Solutions is in ahead of the pack to bring you the full low-down with all the major areas mapped. It's an epic arcade adventure set in a sprawling mansion but you're not alone anymore!

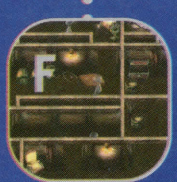


After a rather long wait Casper finally makes his way onto the PlayStation some 12 months after the movie baring his name came and went from the cinemas of the land.

Casper the game is a traditional styled arcade adventure. Locate items and use them in the correct places to get further with ultimate goal of making friends with the family who've moved into Casper's home and bringing the poor ghost back to life.

This guide isn't meant as a solution as such. WHat we've tried to do is equip you with





an invaluable map of the very large play area to avoid the frustration of aimless wandering and getting lost. Generally the puzzles are fairly self-explanatory. For example a locked red door requires a red key to open it. The challenge is actually finding your way around. The fact that the play area increases substantially with almost every puzzle you solve can make this something of a daunting prospect so keep this guide to hand at all times. The diagram on this page shows where all the maps link together and on the next ten pages you'll see each map in all it's glory.

N.b. The numbers on the maps refer to entry and exit points. For example going through door two on map A would take you to door two on

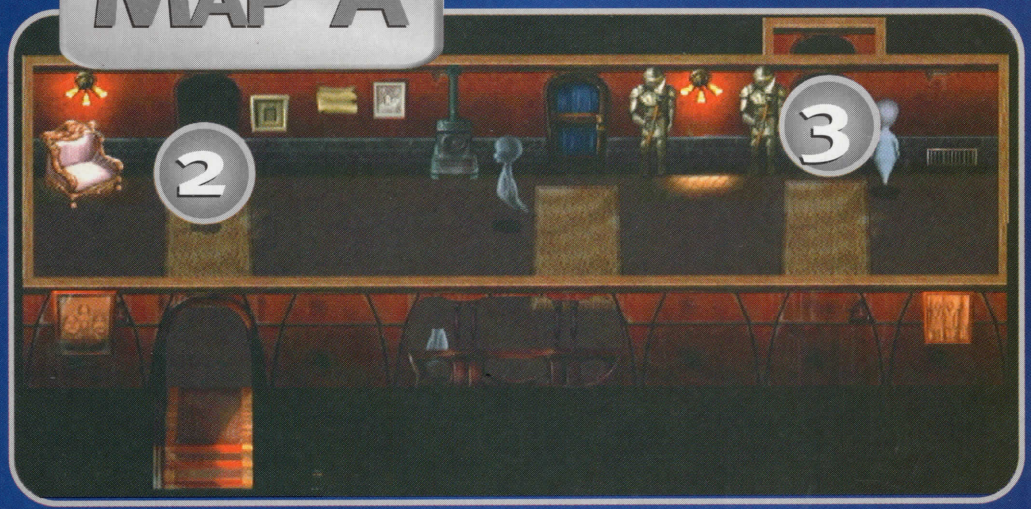
GROUND FLOOR

MAP R

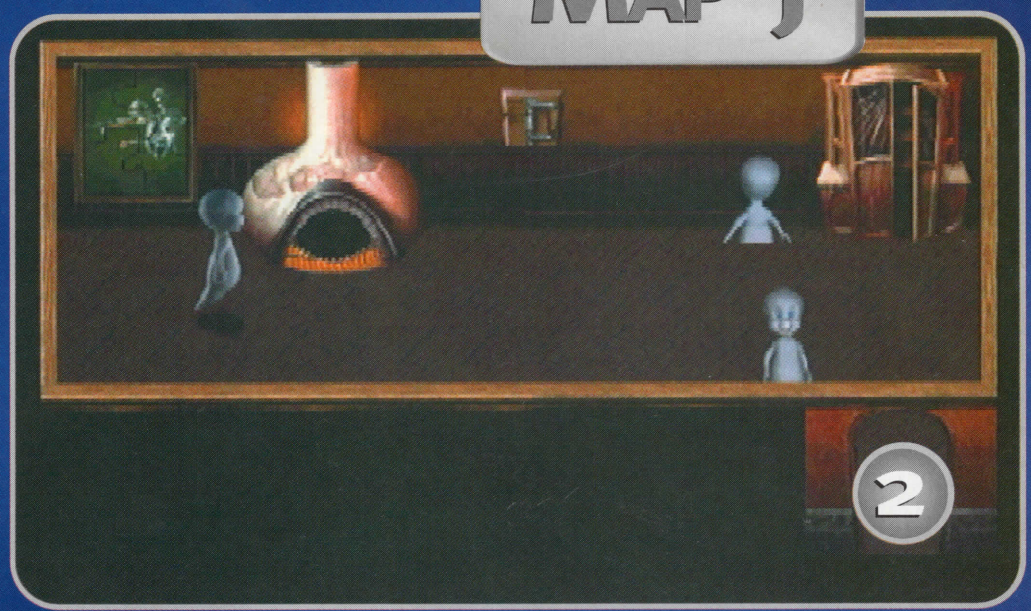
The main hall is the centre of the house and it's from here all other areas are accessed. You'll find yourself coming through here time and again so quick

MAP C

MAP A

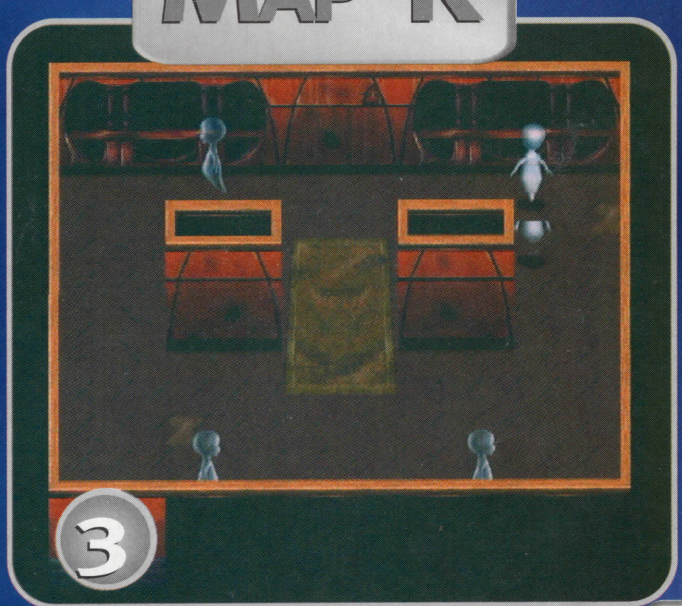


MAP J

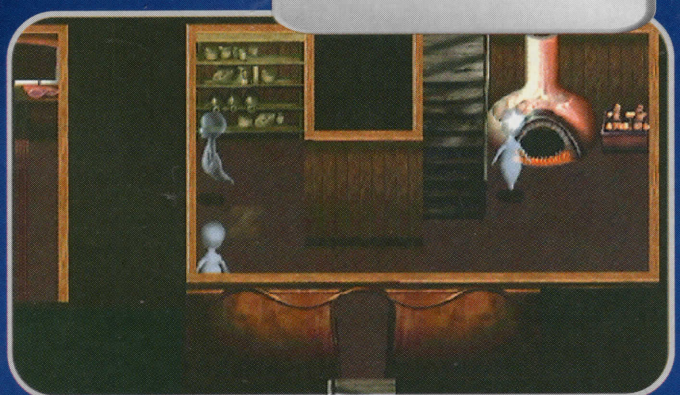


movement around the house and grounds requires you get to know the area and where the leading off doors take you. Afterall, the main challenge of the game is in simply finding your way around. Various jigsaws must be completed by finding the pieces (there are four of each) which must then be placed in the frames dotted around the house. The first is between the two doors at the back of the main hall. Collect the four jigsaw pieces in this area and place them to get the smoke morph which enables Casper to travel through the events giving access to much more of the mansion. There's also plenty of food about to collect for a nice health boost.

MAP K



MAP O



MAP Q

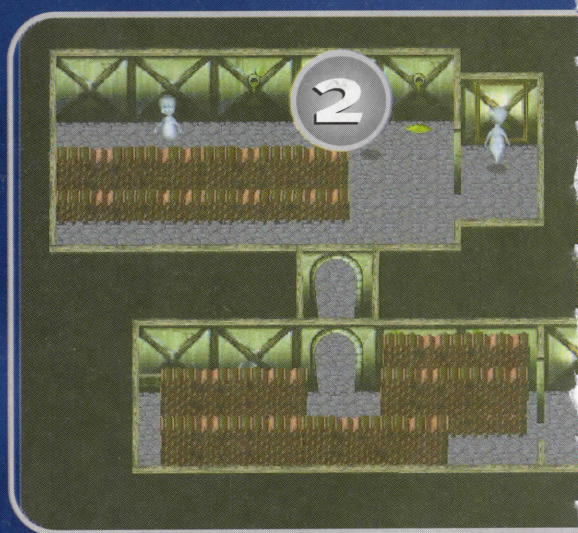
At first the fires burning in the fireplaces don't seem to do much. However once you have the bucket you can find the bathroom with a dripping tap to fill it with water which can then be used to extinguish the fires. Get as close as you can and use use the water-filled bucket. The smoke morph can now be used. In the boiler room (left) the smoke morph can be used when next to the boiler grate to travel into the secret room just visible off to the left hand side. Notice the exposed bit of pipe you emerge from. These aren't as easy to spot as the vents set into the skirting board which by now you'll be used to using but once again the smoke morph can be used on these to access new rooms.. When you come across switches remember, side to side ones should be to the left and up/down ones should be downwards.

MAP P

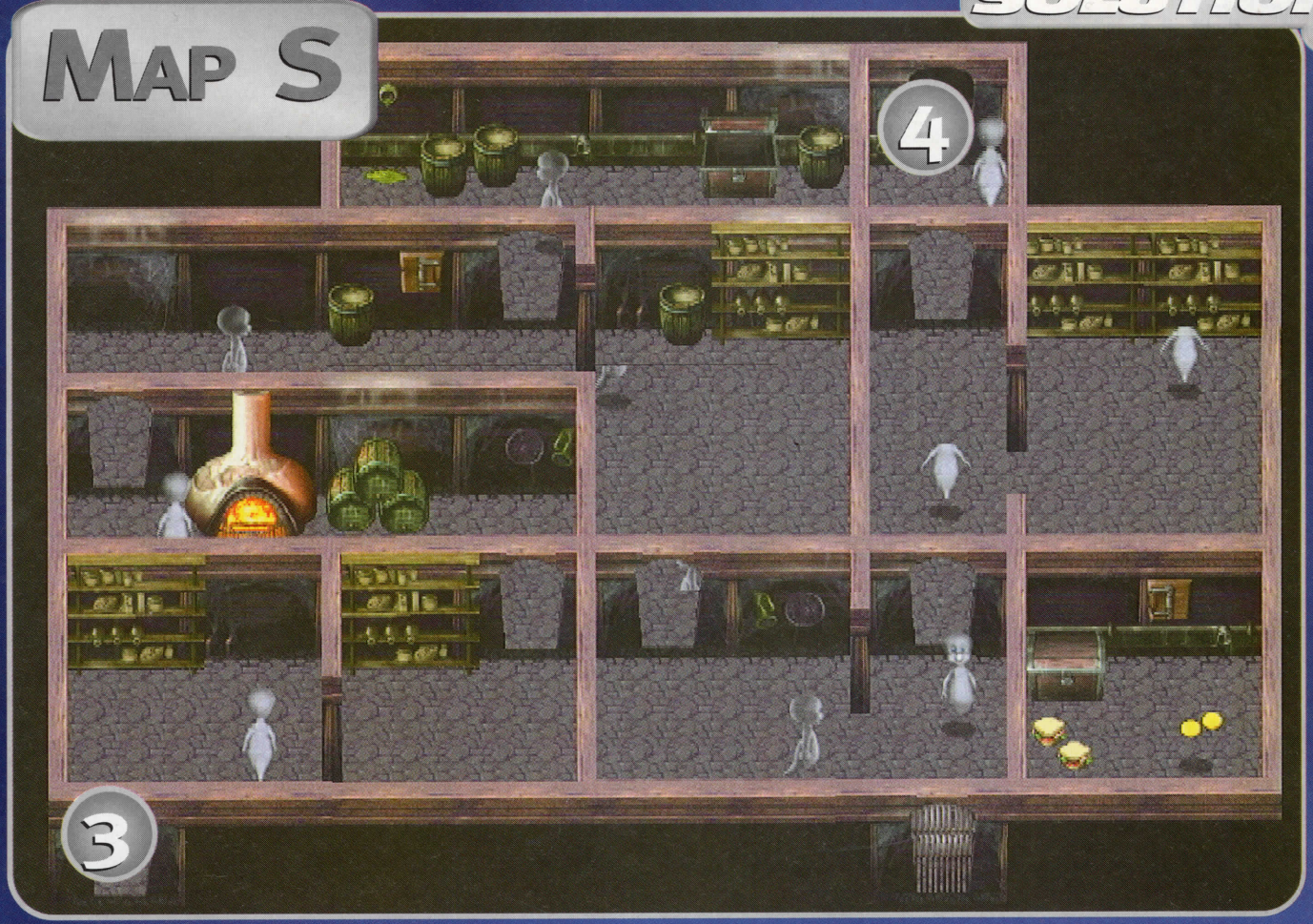
Most of the objects you'll come across around the place are of no importance and just provide the scenery but it's always a good idea to examine everything, especially if it looks slightly different to anything else. You'll soon get into the swing of things and potentially fruitful items will become easier to spot. However don't ignore anything. There are plenty of pleasant surprises on offer for the inquisitive ghost.

Every time you flick a switch scout the surrounding area. Sometimes a particular switch will activate a door or secret wall in a completely different part of the house but more often than not it'll be fairly close by.

Always be sure to fully scout out each room before moving on as well. It's all too easy to go charging about all over the place but being methodical will save time in the long run. You might collect more stuff in less time by just running about willy nilly but the chances are you'll miss something important which'll then be even more difficult to uncover if you have to start retracing your steps all over the place. More speed, less haste, as the saying goes.



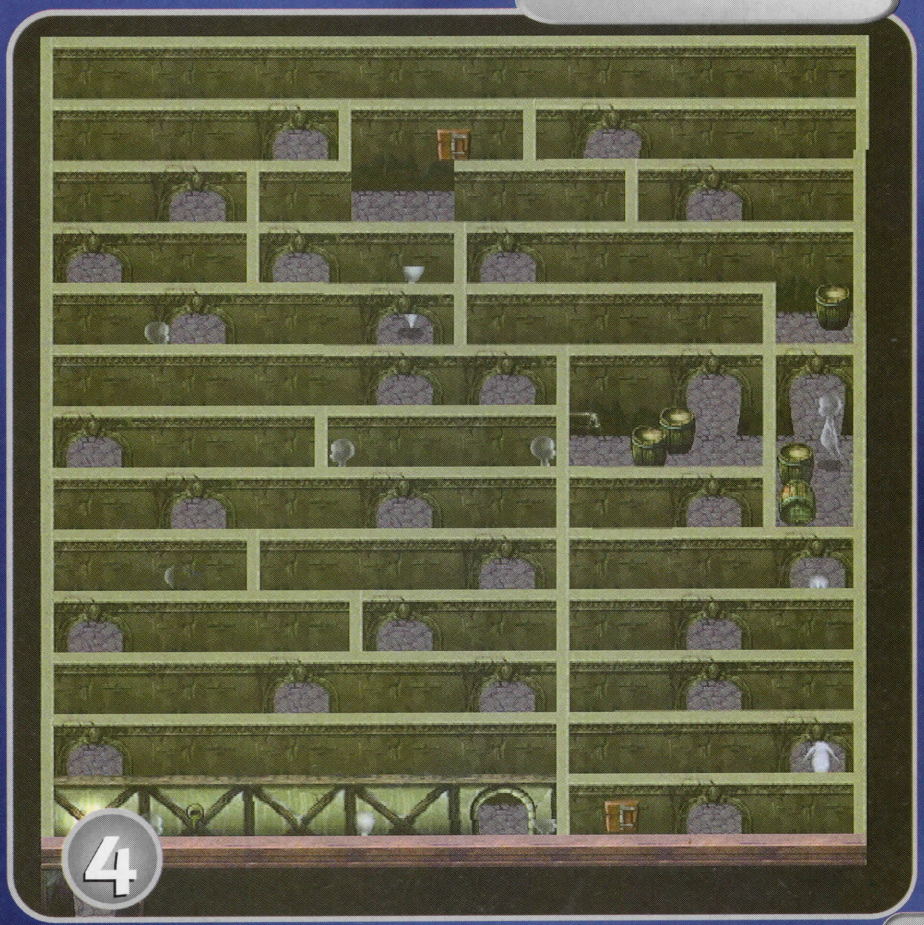
MAP S



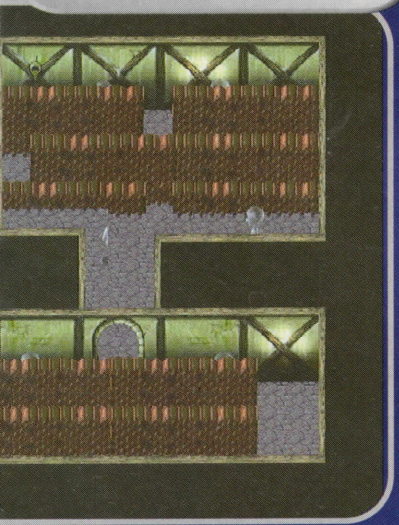
When exploring areas don't assume the obscured areas along the south walls contain nothing of interest just because you can't see it. Many of them, for example the corridor maze on the left, have many goodies stashed away. Move along with Casper out of sight behind the wall to hoover up anything that might be there.

This will generally consist of food and that sort of thing. Objects required for solving puzzles however aren't hidden in such a random fashion but it's always wise to keep you health topped up as much as possible. You never know when you're going to need it and using any of the morphs saps away at the old reserves.

MAP T



MAP U



MAP N

MAP M

Left Door

Map L

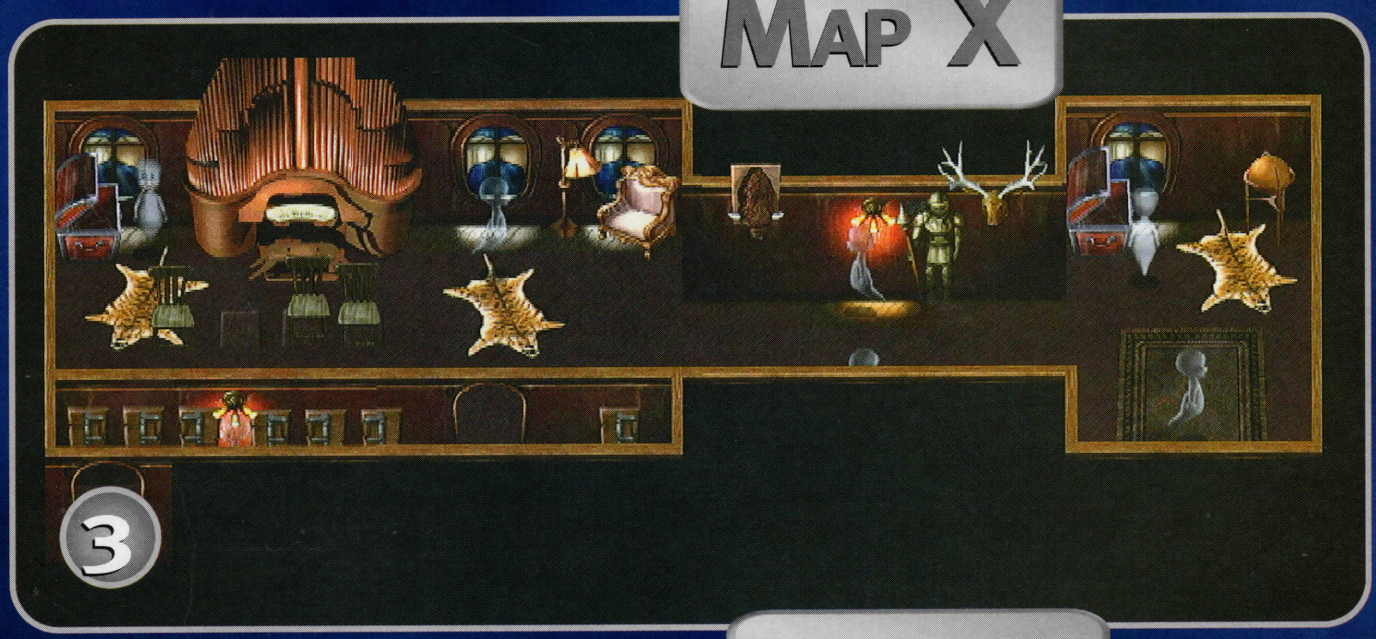
As has been mentioned before, the main challenge for Casper is finding his way around the sprawling house in which he lives. After all those years of haunting you'd think he'd be a bit better at getting about and the fact he's a ghost makes it jolly infuriating that he can't walk through walls!

That aside though, the most effective (indeed only in many cases) way of getting round is via the numerous air vents. A lot of trial and error is required before you start to get the hang of going exactly where you want to go.

Also bare in mind if you go through one vent, going back into the one you come out of won't necessarily take you back to your starting point. Usually yes, but not always so be prepared to experiment. When you end up in a new area refer to the maps to see exactly what's now opened up to you.

MAP G

MAP X



MAP W

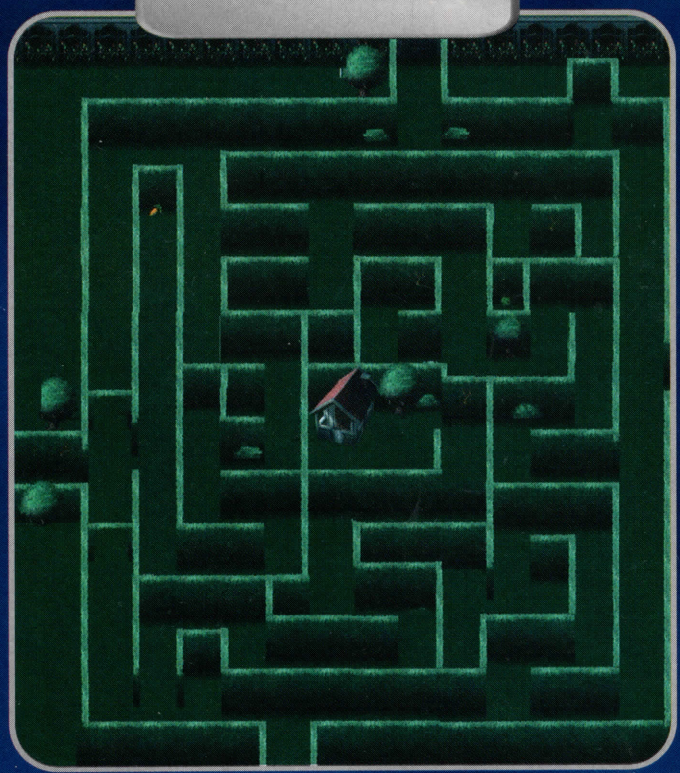
Apparent 'bumps' in the floor indicate the placement of a weight or handy bit of furniture (barrel or chair) placed here can have favourable results. Weights are found from time to time and can be stored until required in the inventory. However some like the ones next to the organ above need chairs. Casper can push and drag these into position from anyway in the current section (they can't be taken through doors). Listen for the sound which indicates the correct positioning. Some are more finicky about his than others.

Right Door

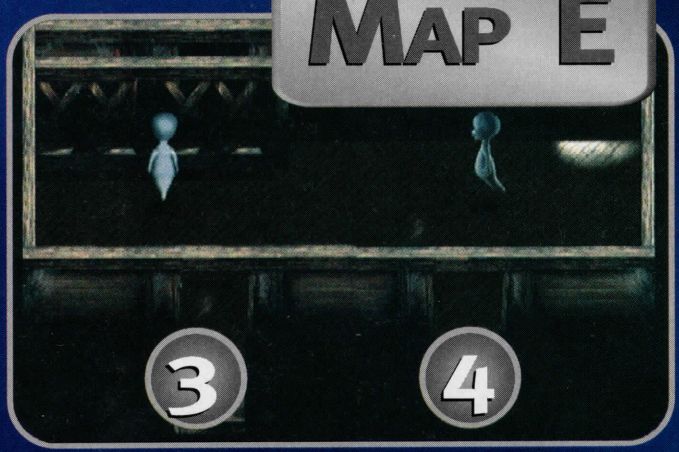
Map Y

The mansion house is packed with switches but not everything is always what it seems as you'll soon discover. Most of the switches are pretty easy to spot. The side to side and up down ones are obvious, as are the in/out ones though these are sometimes hidden behind pictures which can moved by activating switches elsewhere. However some of the suits of armour which are to be found all over the place are themselves disguised switches. Go up to the suit and press the operate button. If you're lucky you'll see his spear move to the right across his chest which indicates the switch has been activated. Not all suits can used this way and there's no way of physically telling which can and which can't without physically trying it.

MAZE



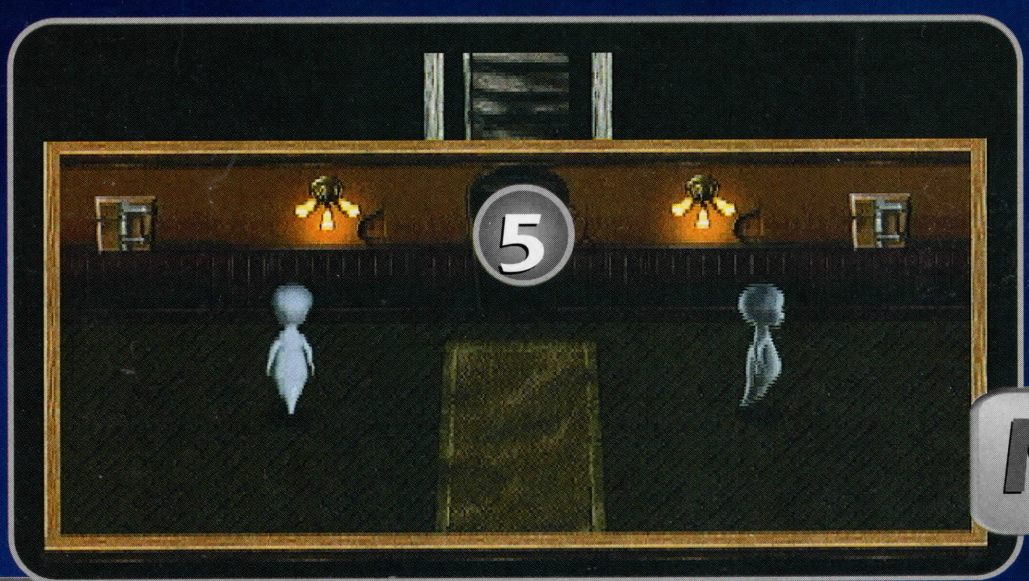
MAP E

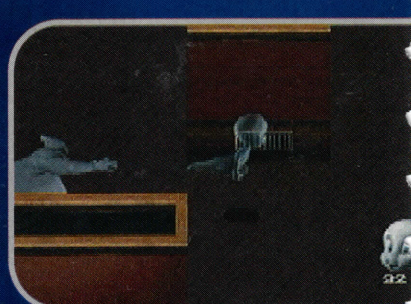


The garden maze can seem pretty daunting when you first enter but it isn't actually all that complex. Keep referring to the map over there on the right, lovingly prepared by us for you. There are three switches cunningly disguised as rather obvious bits of sticking out branch. The must be activated in the normal way to open a path to Casper's playhouse at the centre of the maze and the goodies it contains. To the east of the maze you'll also locate one of Casper's evil uncles. To defeat him you must first locate the hammer and chisel then go use them on the lump of rock.

When going through the house be on the look-out for rows of switches. In such situations the switches must be set to a certain sequence to work. Sometime there will be clues, perhaps in pictures on the wall. On other occasions it's down to trial and error. The easiest way is to jot down all the possible combinations then systematically go through them one by one. It might sound laborious but it's the best way by far.

MAP D



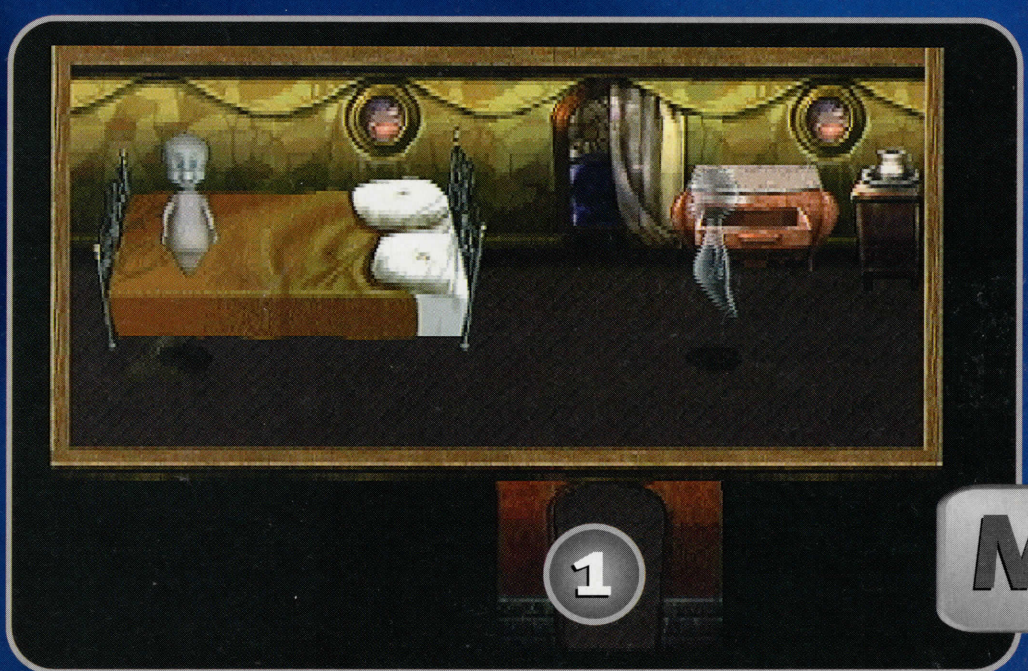


MAP V

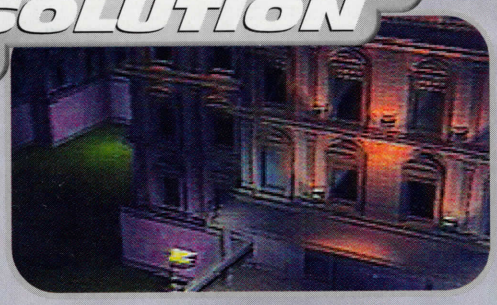
Map F

Map I

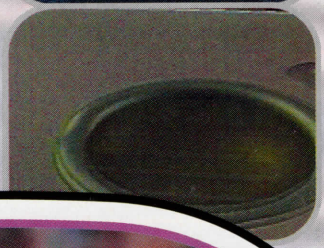
Map B



Map Z



Publisher: Acclaim
Telephone: 0171 344 5000
Players: One
Price: £44.95
Released: Out now
Game Type: Adventure



D

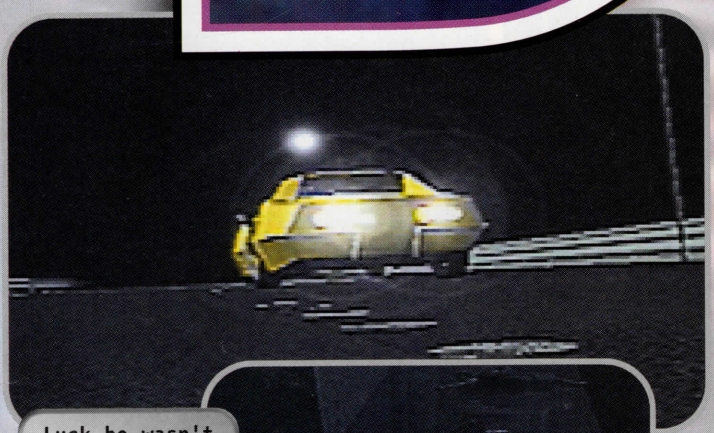
When your father goes bonkers and decides to leap into another dimension of his minds own making, what else do you do but hop in after him? Actually a few alternatives do spring to mind.

Dining Room

On entering the Dining Room walk to the left side of the table. Turn right to face the table and walk forwards to look into the bowl. Once the bowl of water has turned to blood exit the Dining Room through the door to the left of the fireplace.

Barrel Room

Turn right and walk towards the spiked wall which will in turn speed towards Laura stopping just inches away from her. Return to the First Floor Hallway, turn right and proceed up the stairs.

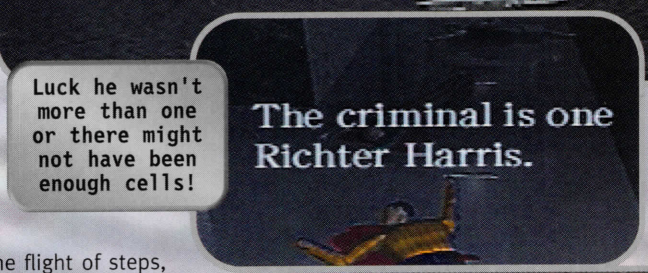


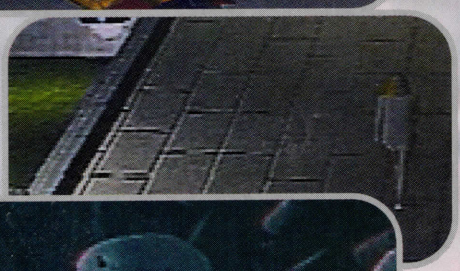
First Floor Hallway

Turn to the left and examine the mirror and a hand will reach out and try to grab Laura. Turn around and enter the Barrel Room opposite to the mirror.

Second Floor Hallway

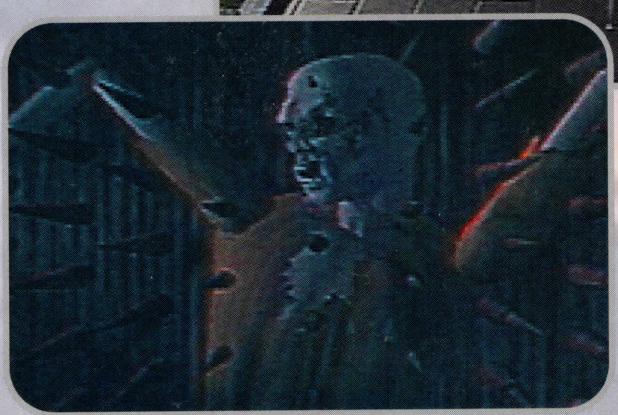
After Laura has walked up the flight of steps, turn left and and open the door ahead. Inside you will see a small reminder of what the spikes downstairs may do if you're not too careful. Laura will then close the door and you should turn right and enter the door directly ahead.

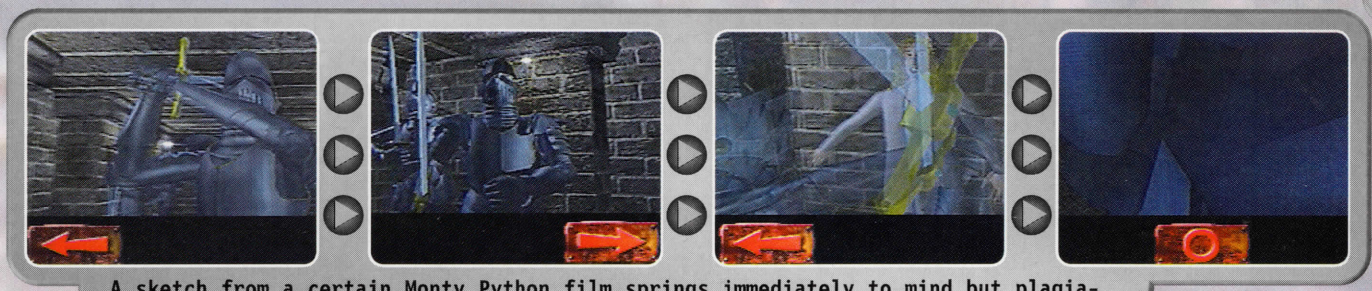




2nd Floor Sitting Room

Proceed over to the chest of drawers and open the drawer marked with the Roman numeral





A sketch from a certain Monty Python film springs immediately to mind but plagiarism has never been in my nature. Lucky really!

I. Inside the drawer Laura will find a piece of paper. If you have yet to meet a Beetle then this may appear initially and you will have to re-open the drawer. Once she has picked up the paper turn right and proceed walk over to the fireplace. Look in the fireplace and pick up the Silver Key lying with the sticks. Exit the room and return back down the steps entering the Dining Room directly ahead.

Dining Room

Turn right and walk over to the bowl of water on the table. Place the paper found in the 2nd Floor Sitting Room in the bowl of water to reveal the numerals IV - II. Leave the table and return back up the steps in the First Floor Hallway entering the 2nd Floor Sitting Room.

2nd Floor Sitting Room

Return back over to the chest of drawers and open the the drawer marked IV. Then open the drawer marked II and Laura will take the wrench found inside. Exit the room and return back down the steps. Turn left and enter the Barrel Room.

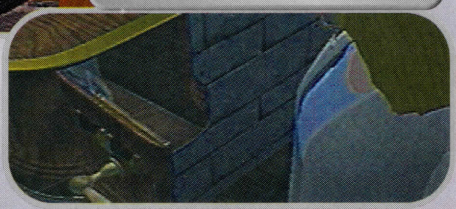
Barrel Room

Use the wrench you found in the chest of drawers on the barrel. This will make the spikes in the wall recede giving access to the door near by. Enter this newly accessible doorway and proceed down the steps towards the door marked with the number 78. Examine the door. Exit the Barrel Room and turn left to enter into the Dining Room.

Dining Room

Proceed over to the door situated on the right side of the fireplace. Use the Silver Key found in the Sitting Room fireplace on the door.

Hey, it's the odd one out game in *Have I Got News For You.*

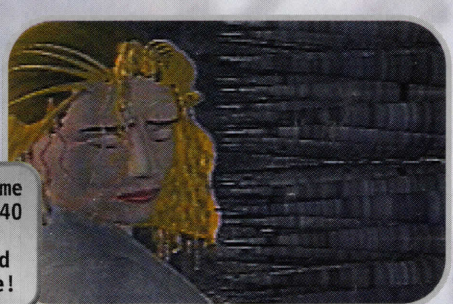


First Floor Bedroom

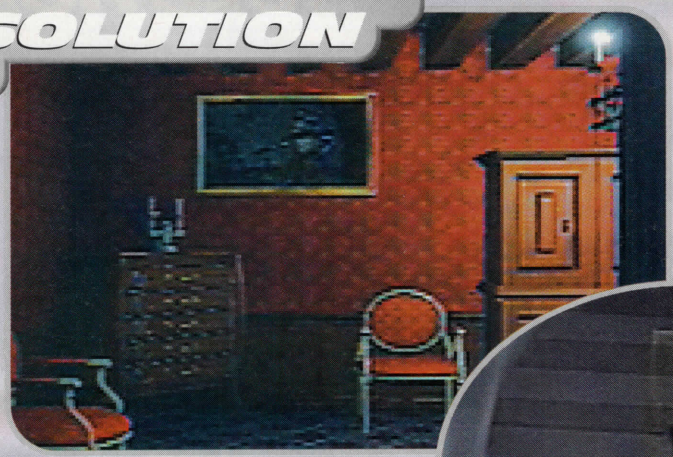
Turn left and enter the bedroom and continue to walk forwards over to the wooden safe. Pull the handle on the safe and release it to get the number 78. The reels continue to spin when you try to stop them so for the number 7, try to begin the stop on number 2 or 1. Inside the safe is the right hand of the man shackled to the wall. Laura will take the ring from the hands finger. Once she has taken the ring return back to the Barrel Room.

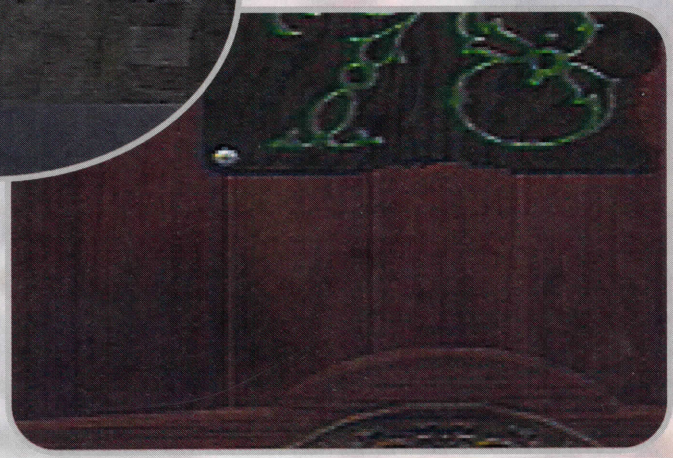
Barrel Room

Proceed back down to the room marked with the number 78 and place the ring found in the bedroom into the slot. The door will open and Laura will proceed down the passage closely followed by a giant ball of stone. The ball then blocks Laura from returning back up the passage.



This is no time for catching 40 winks. Look what happened to that bloke!





A personal helicoptor head-set. Put it on and off you go!

Down stairs Bedroom

Once in the bedroom walk over to the painting of a child and examine it. The child will smile and then warp into four animals around a fire but only for a brief second. The four animals are a Chicken, a Horse, a Rabbit and a Deer. Step away from the painting and proceed over to the desk in the centre of the room. A beetle symbol may appear here but don't worry if it doesn't. Walk over to the night stand situated to the right of the bed. Turn the tray until the Chicken is at the top. Then go over to the double doors to the right and open them.

Library

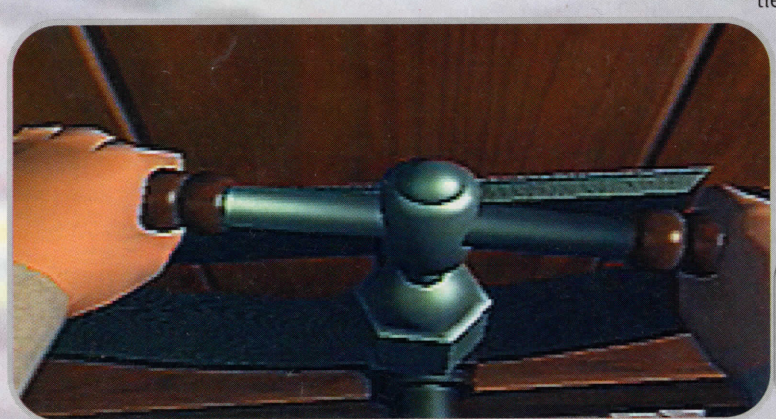
Go over to the four busts on the right and examine them. A beetle symbol may appear here but don't worry if it doesn't. Step back from the four busts and turn to the left. Proceed over to the bookshelf and examine the books. A beetle symbol will be found here if not already found and Laura will have her second flashback. Once the flashback is over enter the door to the left of the bookshelf.

Prison

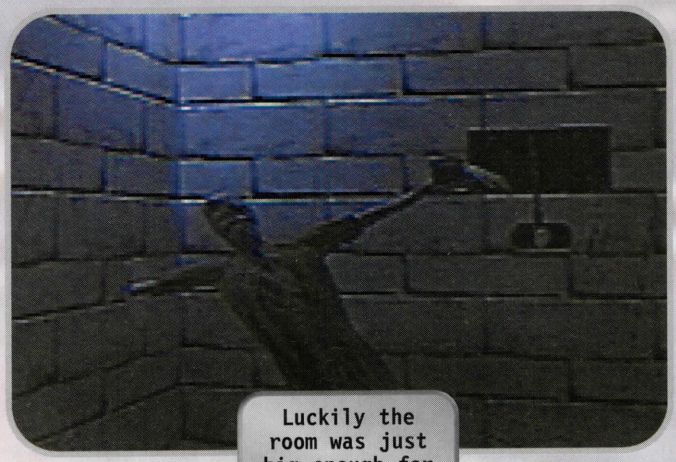
Walk up to the prisoners and examine them. Laura will then take a Golden Key from one of the dead prisoners hands. Exit the prison and pass through the library to the bedroom.

Down stairs Bedroom

Go over to the desk in the middle of the room and use the Golden Key to open the locked drawer. Inside the drawer is a book which Laura takes.



As the saying goes, if the key fits, give it a damn good twist!



Luckily the room was just big enough for our hero to swing a cat!

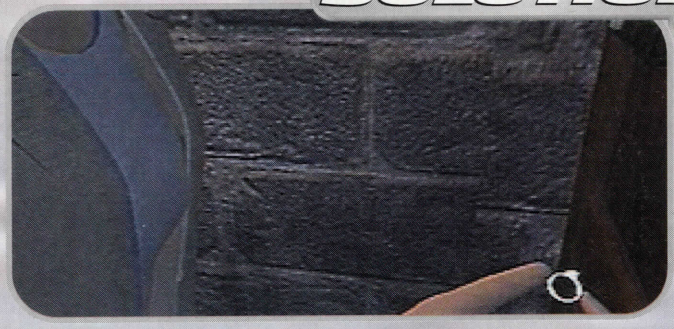
Once she has taken the book return back to the library and walk over to the bookshelf.

Library

After her fathers ramblings go over to the bookshelf and place the book found in the desk in the gap. This gives access to a secret room.

Rotating Room

The wheel in the centre of the room can be turned. Turning the wheel rotates the room to reveal a different room behind her where she entered. Unfortunately these rooms appear randomly making the effort of seeking for a specific room quite laborious. Each door that appears has to be checked as there is no knowing what lies behind. The Hall of Knights is at the bottom of some steps and can be recognised by the suits of armour at the bottom. The Circular Pool is at the bottom of some steps with a wall at the end. The Garden is found at the top of some steps leading upwards. The Library is blocked by an iron gate and the Stained Glass Window appears



directly behind the door. The room to enter is the Hall of Knights.

Hall of Knights

Once Laura has entered the Hall of Knights she walks up to a circular pit only to be attacked by a Knight. Defeating the Knight requires lightening reactions so as soon as the symbols at the bottom appear make your move. They appear in the following sequence. Left, Right, Left, Circle. If Laura gets knocked into the pit, she has to climb out an begin the fighting sequence again. Once the Knight has been pushed into the pit Laura will then take its sword. Then return back to the Rotating Room.

Rotating Room

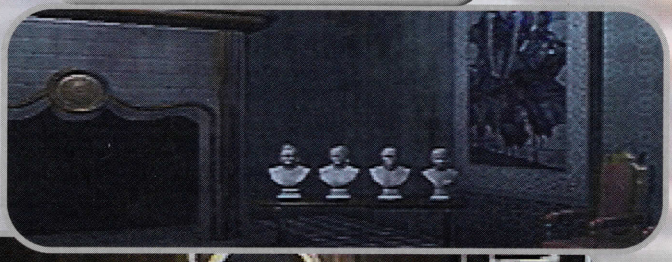
Continue to rotate the wheel until the Garden becomes accessible.

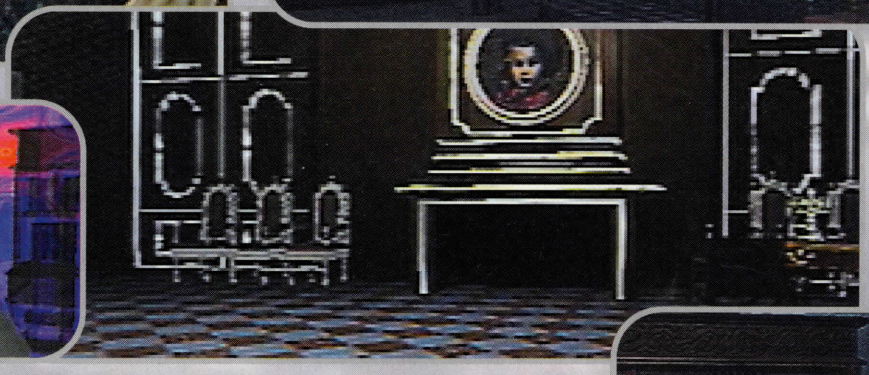
Garden

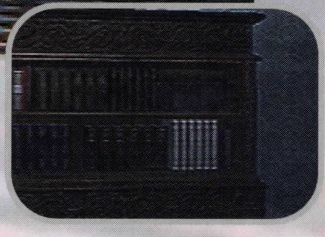
Once Laura has climbed the steps and opened the trap door, continue around the tower until she reaches the fountain. Looking into the fountain may reveal a Beetle Symbol. Turn left and examine the statue with the bow taking note of its name. Then turn around and examine the statue pouring water and take note of its name. Once you have got the two names, Sagittarius and Aquarius, proceed over to the tower door and push the sword into it. Once the door opens enter the tower.

Turn your back at your peril. The giant man-eating Smartie is on the rampage and it looks like he's hungry tonight!

Phwoar! Four busts on display for everyone to see.







Tower

Once Laura has reached the top of the steps, walk over to the telescope and use the lever to the right of it. Push the lever to the Aquarius symbol (two parallel squiggles) and then look through the telescope to reveal Light Blue constellation. Next, move the lever to the Sagittarius symbol (a line with an arrow through it) and then look through the telescope to reveal the Green constellation. Return back down the steps to the Garden.

Garden

Walk over to the Sagittarius statue and press the Green button. Then walk over to the Aquarius statue and press the Light Blue button. The water in the fountain will then drain away into the Circular Pool below. The Chest in the middle of the circular pool will then float over to the pools edge making it accessible. Once the cut sequence has ended return back to the Rotating Room.

Rotating Room

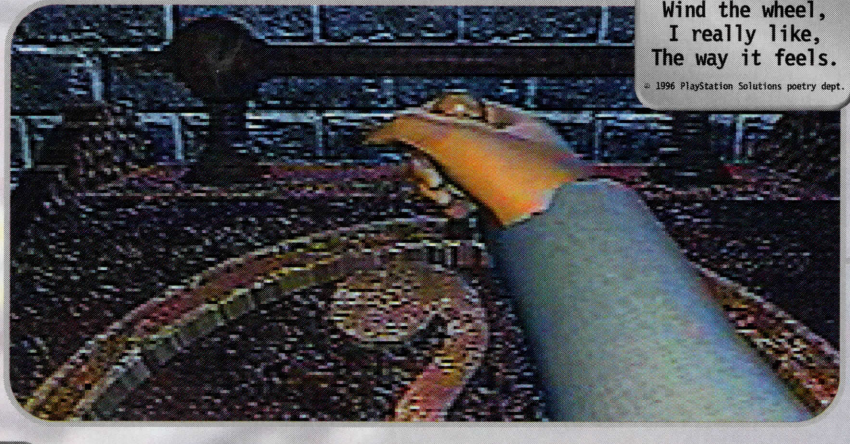
Rotate the wheel until the Circular Pool becomes accessible.

Circular Pool

Open the Chest floating at the pools edge to reveal the Pistol and then return to the Rotating Room.

Rotating Room

Rotate the wheel until the Stained Glass Window becomes accessible.



Wind the wheel,
Wind the wheel,
I really like,
The way it feels.

© 1996 PlayStation Solutions poetry dept.

Hmm. I don't think Luke Skywalker has a lot to worry about!

Stained Glass Window

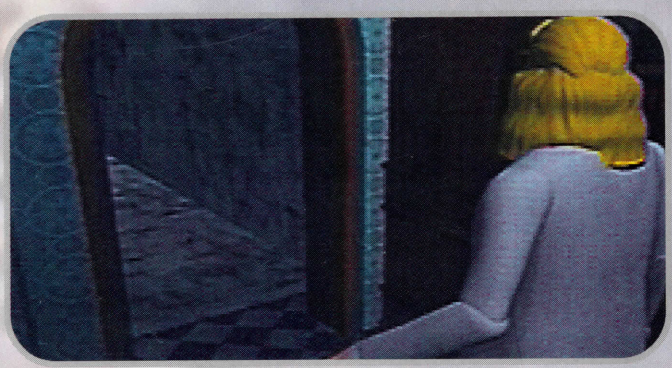
Use the Pistol to smash the Stained Glass Window. Once the window has shattered Laura walks through it and climbs up the outside of the tower towards the attic.

Attic

once Laura has climbed through the Attic window the shutters close behind her sealing off any escape. Thus the only direction is forwards to the end of the tunnel. Laura has another encounter with her father. Return to the middle of the hallway and examine both walls to the left and right. The hallway will begin to shake and the wall opens up to reveal the Gear Room. Enter the Gear Room.

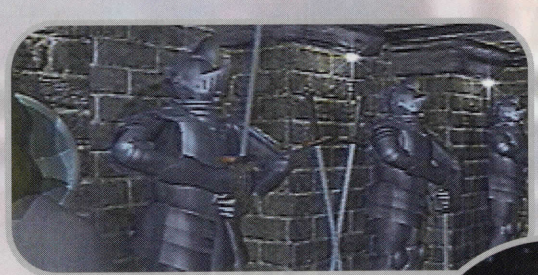
Gear Room

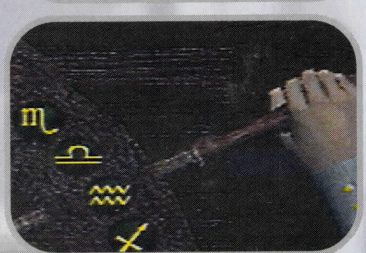
The two gears need to be aligned so that you can view the Red Sphere of one cog through the hole in the other. Set the left lever so that it is positioned in the middle and the right lever to the front, or nearest to yourself position. Press the Red Button until the Red Sphere is in between both of the gears. Then set both levers to the front position and press the Red Button until the hole overlaps the Red Sphere. The machine will then slide backwards into the wall. A flight of white step appear and Laura floats up into the spire.



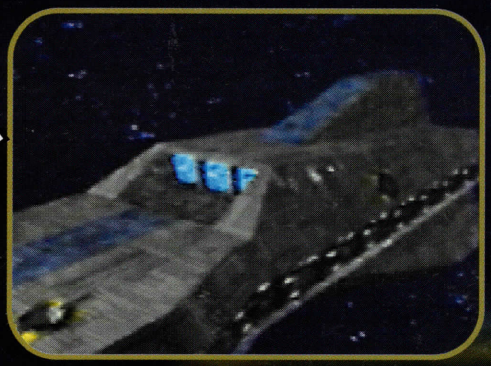
Spire

At the top of the steps is a painting of Laura's mother. Examine the painting and a collection of images will appear. The scene changes to a room with Laura's father and he explains to her the meaning of 'D'. Her father then begins to transform and beckons Laura to come to him. Use the pistol to shoot Laura's father.





Wing Comm



Publisher: Electronic Arts
Telephone: 01753 549442
Players: One
Price: £44.95
Released: Out Now
Game Type: Shoot-'em-up

The third installment of the famous *Wing Commander* trilogy is bar far the best - it's also the most tricky, not to mention lengthy. Help is at hand with this superb player's guide!

The Wingmen

Pick HOBBES.

Hobbes likes his startrooper smock. Smock. Smock, smock, smock, smock...

Hobbes

Hobbes is one of the best pilots to have by your side with a level of skill unsurpassed. He has strengths in all aspects of combat both defensive and offensive and will remain by your side both through the thick and thin.

Vagabond

As his name suggests he has the tendency to let you down when the going gets tough, but for the less intense patrols he's an ideal candidate.

Vaquero

This pilot is as solid as a rock when it comes to reliability and faithfulness but his skills let him down. No matter how intense the action becomes he will stick by your side but is unable to perform in extreme situations. Best suited to the easier missions.

Flash

Flash is not one of the most confident pilots and needs encouragement during missions to ensure he keeps his cool. He has good pilot skills but can lose himself during a fight so it is best to keep him to the more simple missions.

Maniac

A very aggressive fighter who adores a good dog fight. His skills match his aggression making him an ideal partner for the missions containing swarms of enemy Kilrathi. But, his big-head attitude may leave you isolated during a battle making him a poor team player.

Cobra

A highly skilled pilot with superior skills during dogfight situations. Unfortunately her strong dislike of Hobbes can lead to upsets meaning they are unable to work together. She is at her best during the defensive and escort missions.

Flint

A superb pilot who insists on strong teamwork. Both her offensive and defensive skills are good but she prefers to play the defensive role during combat.

Use the force, Lu… oops, wrong epic saga. I mean, these damn space operas puzzle the hell out of us, including *this* piece of drama…

ander3

Pilot Skills

Offense

1. One particular enemy tactic is for one of the ships to draw you in one direction whilst another attacks from the side. To bend this tactic to your advantage chase one of the ships until it begins to swerve away as it enters your targets. As soon as it swerves change direction and face the side attacking ship head on. This makes it an easy target and has little chance of escape.

2. The best way to attack enemy ships with rear gun turrets it to attack them from the side. This is not easy but it avoids additional damage to your ship.

3. Attacking enemies head-on at full speed is one of the most effective methods of attack. Once the enemy are behind you it is simply a case of turning around and repeating the attack pattern.

4. It is possible to ram into some of the smaller enemy ships when their shields are down. This should only be done with the bigger and better armoured Thunderbolt or Longbow.

5. Never fire your guns for long periods of time. Fire in short accurate bursts as this prevents your guns from overheating.

6. Always attack the enemies that prove the greatest threat to your mission. This applies in particular to the escort or defensive missions.

7. Use the radar as much as possible so that you can assess the situation quickly and choose your next target.

8. Save your missiles for the extremely intense situations where the odds seem against you. There is little point on wasting them on the easy kills.

9. Tricking the enemies into colliding with one another is a very fancy and effective method but takes a lot of practice and a little luck. During the more intense and overcrowded engagements this becomes a more viable option.

Evasion

1. If a Kilrathi enemy is ho ton your heels by far the best way to avoid him is to hit the afterburners and swerve from side to side. This makes you a very difficult target indeed.

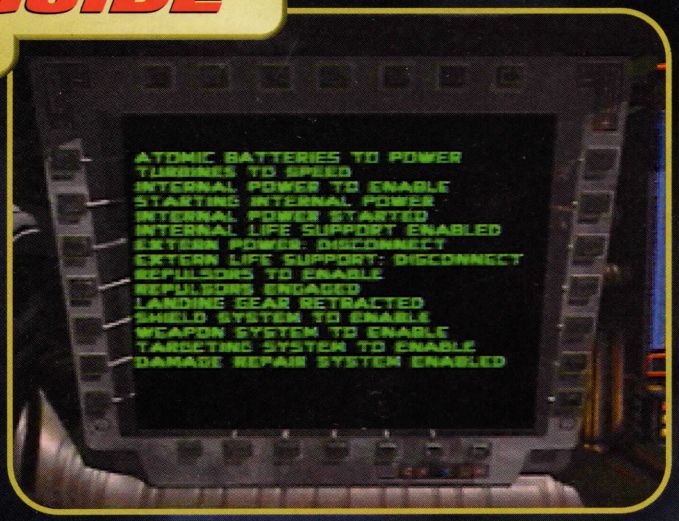
2. To avoid incoming missiles face into them and at the last moment launch a decoy and turn 45 degrees. Never release the decoy before you have assessed the situation fully as it may be a waste of time.

3. Always be on the lookout for possible collision situations. When attacking the larger enemy ships, it's important to match your speed with theirs so that you can concentrate on firing, not colliding. Assess your surroundings at all times.

4. Use your wingmen for both defensive and offensive measures. If there are two waves of enemy ships order your wingman to attack one of them to provide yourself with fewer problems.

Taunting

This is not really just a gimmick and can be very effective in certain situations if used properly. The best situations to use it in are the defence and escort missions. Taunting ships several times can attract them away from their main objective to pursue you. Thus your ships remain safe for that bit longer. With the enemy also rushing in to attack you they are prone to making mistakes which makes them a much easier target.



MISSIONS

The following list of missions does not tell you how to fly your missions as this would simply be impossible due to the huge number of variable situations. Instead it is a guide on who to talk to whilst you are on board the TCS Victory. The guide lists who to talk to and what to say ensuring that you don't suffer any mishaps with your wingmen. Happy wingmen make better wingmen.

Mission 1: Routine Patrol Wingman: Hobbes

After speaking to Rachel go to your ship to fly the mission. Once the uneventful mission is over proceed over to flight control. Then take the elevator to the Living Area talking to Rollins on the way. Use the top questions when speaking to him and then enter the Recreation Room. Speak to both Vagabond and Vaquero using the top lines of questioning and then take a look at the Killboard. Enter the Berths to the right and talk to Cobra. Open your locker and look at what's inside. Take the elevator up to the bridge and talk to Maniac. Go to the Gunnery and then return back down the elevator to Flight Control. Enter the briefing room and then fly the 2nd mission.

Mission 2: Routine Patrol Wingman: Maniac

Speak to Rachel and then fly the mission. Once the mission is complete and you have returned back to base, go straight to the Briefing Room to learn of the next mission.

Mission 3: Escort Transport Wingman: Maniac

Discuss your craft setup with Rachel and then fly the mission. On your return go to the Living Area and take a look at the Killboard. Talk to Rachel at the Bar and then enter the Berths. Take a look in your locker and then take the elevator to the bridge. Walk over to Gunner Control and talk to Flint. Use the top questions and then return back to Flight Control for the next mission.

Mission 4: Escort Transport Wingman: Flint

To make the transport ship fly with you, you have to initially fly close to it so that it registers you. Once the mission has been completed and the TCS Victory makes the jump to the Tamayo system, return to the Flight Deck and and speak to Flash. Using the bottom selection of questions and responses, he will reveal that he is testing the prototype fighter Excalibur. Take the elevator to the bridge and proceed over to Gunner Control to talk to Maniac and Flint. Use the top choices when talking to them and then return to the Bridge to talk to Captain Eisen and Hobbes. After the conversation an alarm sounds warning of a Kilrathi attack. After the battle to defend the TCS Victory, go to the Berths and wake up Flash. Return to the Recreation Room and and talk to Rachel. After the brief conversation agree to fly the Excalibur and then go to the Briefing Room for your next mission.

Launch? Noooo! I said let's *lunch*! Thank God I didn't ask for a fag...

Mission 5: Kilrathi Attack Wingman: Maniac

Choose the Excalibur for this mission and when you return Flash will challenge you to a dual on the simulator which you should accept. Before fighting Flash in the simulator, go to Flight Control and talk to Captain Eisen. Once you have won the duel talk to Flash and proceed up to the Berths to talk to Cobra. Use

"Who let Miles drive the ship? He's bad enough with that damn Cavalier of his, let alone an enormous star cruiser", said Luke, yesterday.

the top choices for the conversation and then go to the next mission briefing.

Mission 6: Kilrathi Raiders
Wingman: Maniac

Once the mission is over and you have returned to the TCS Victory, speak to Vagabond using the last options in the conversation. Go to the Gunnery Control and talk to Hobbes and then go to the briefing room to learn of your next mission.

Mission 7: Destroy Bio-Weapon
Wingman: Maniac

Once the mission has been completed talk to Flint because she disobeyed her orders. Take the lift to the bridge and talk to Officer Rollins as you ascend. Once at the top talk to the Captain and then leave for your next mission.

Mission 8: Guard Jump Points
Wingman: Flash

After the mission go straight to the briefing room to learn about the next mission.

Mission 9: Escort Transports
Wingman: Flint

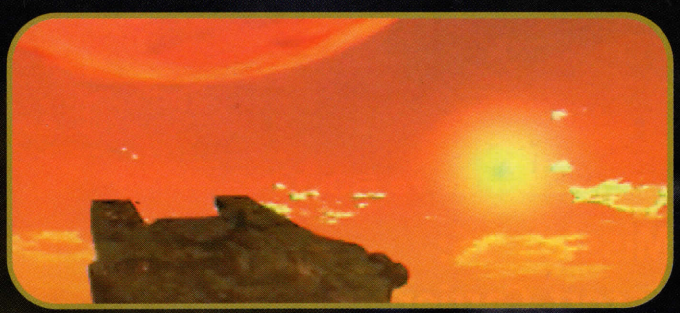
Once you have saved two transport ships and returned to the TCS Victory, go to the Gunnery Control and talk to Flint. Then go back to the briefing room for the next mission.

Mission 10: Escort Convoy
Wingman: Flash

Once the mission is over talk to Cobra at Flight Control using the top options as questions and replies. Then go to the Living Area and speak to Vagabond using the top dialogue options. Once you have finished your conversation go to the Bridge and talk to Rollins. Return to the briefing room for the next mission.

Mission 11: Destroy Garrison
Wingman: Vaquero

After the mission go to the Berths and and speak to Vaqeuro using the top selection. Go to the Gunnery Control and talk to Hobbes and then return for your next mission briefing.



Mission 12: Kilrathi Nebula Attack
Wingman: Maniac

On completing your mission talk to Flint and then attend the next mission briefing.

Mission 13: Escort Carrier
Wingman: Maniac

After the mission talk to both Cobra and Hobbes on the flight deck and then listen to the message from Prince Thrakhath. Then go to the Berths to talk to Flash before returning to the briefing room.

Mission 14: Leaving Ariel System
Wingman: Flint

Once the mission is over

While Sooty mans the station,
Sweep sets out to kick alien butt.

go straight to the briefing room to learn of your next mission.

Mission 15: Kilrathi Attack
Wingman: Hobbes

After the mission go straight to the briefing room for your next mission.

Mission 16: Escort Carrier Wingman: Vagabond

On receiving a communication from Admiral Tolwyn reply using the bottom selection of sentences. Go to the Gunnery Control and talk to Flint and then attend the next mission briefing.

Mission 17: Defend the Behemoth Wingman: Flint

On return back to the TCS Victory take the elevator to the Bridge and talk to Rollins on the way. Once on the Bridge talk to Admiral Tolwyn listening to his orders and then fly the next mission.

Mission 18: Booby-Trap Wingman: Cobra

At the end of this mission talk to Rachel and then prepare for the next offense.

Mission 19: Refuel the Behemoth Wingman: Flash

After the mission go to the Berths and talk to Vaquero. Then go to the briefing room to learn of your next mission.

Mission 20: Raid Loki VI Wingman: Flint

On the Flight Deck talk to Rachel and then go to the Living Quarters. Talk to Maniac who is resting and then go to the Berths to talk to Cobra. Then go to the Gunnery control to talk to Captain Eisen and then to the Flight Control to talk to Admiral Tolwyn.

Mission 21: Protect the Behemoth Wingman: Flint

After the mission go to the Gunnery Control to speak to Hobbes.

Mission 22: Kilrah Strike Force Wingman: Flash

During the mission do not accept the duel with Prince Thrakhath. Instead call the TCS Victory and return to the carrier instead. Once on board, go to the bar to talk to Rachel. Use the upper selection during the conversation and then return to the briefing room.

Mission 23: Victory Under Attack Wingman: Flash

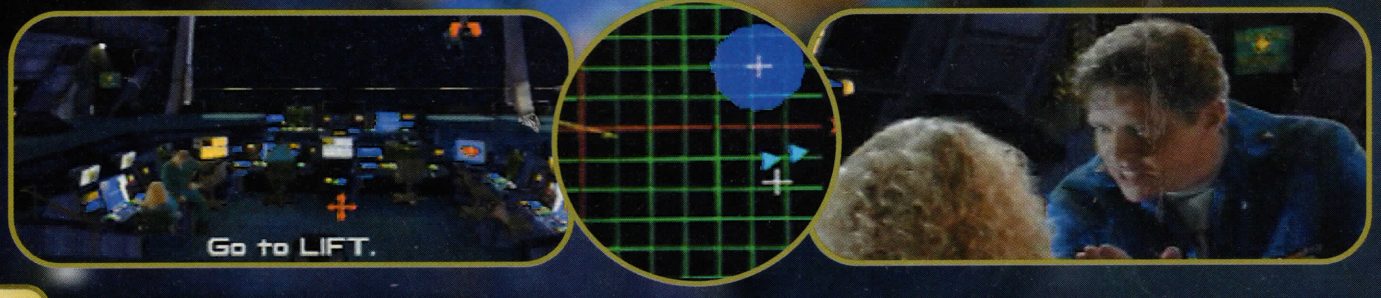
Once you have successfully defended the TCS Victory talk to Flint at the Flight Control. Then proceed to the Living Area and talk to Cobra. Also talk to Rollins using the upper conversation choices and then go to the Gunnery Control. When General Taggart interrupts answer him using the bottom conversation replies. Once the conversation is over return to the briefing room to discover the next mission.

Mission 24: Asteroid Field Wingman: Maniac

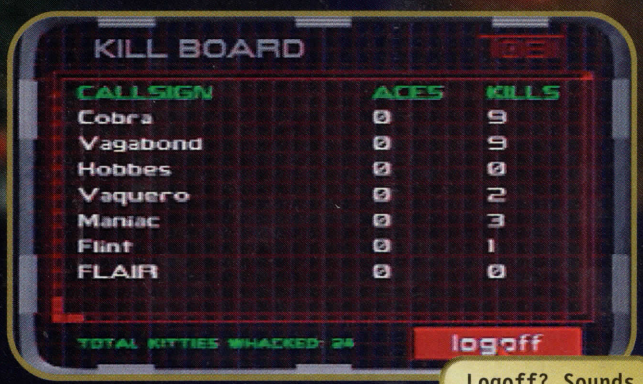
On returning from the mission, talk to Rachel and then go to the Living Area. Talk to Vagabond using the top conversation options. After the emergency message you will find Cobra lying dead, killed by Hobbes. Talk to Hobbes using the bottom conversation options but don't follow him when he runs away. Go to the funeral service on the flight deck and then speak to Captain Eisen in the Berths.

Mission 25: Rescue Doctor Severin

Once you have rescued the Doctor and returned to the TCS



1:Sir, I want to be a woman. 2.You want to be a *what*!
3.I'm sorry sir, but I'd like to be known as Leia. 4.I've had the name written on my space ship...



Logoff? Sounds like Miles's daily visit to a certain room in our office!

Victory, talk to Rollins using the top conversation options. Go to the Recreation Room and talk to Maniac using the bottom conversation options.

Mission 26: Eliminate Kilrathi Wingman: Flint

On returning to the TCS Victory, take the elevator to the Berths where you will meet Flint. Once you have finished talking to her go to the Bridge and speak to Captain Eisen using the bottom conversation options. then return to the briefing room to learn of your next mission.

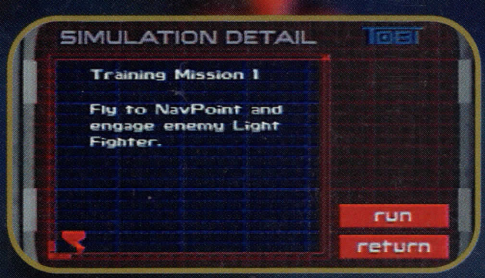
Mission 27: Ground Assault

Once the mission has been completed go straight to the briefing room to discover what your next mission will be.

Mission 28: Guard Jump Point Wingman: Flint

Once you have completed your mission go to the bar where both Flint and Rachel will be waiting for you. Use the top conversation option with Rachel and the bottom with Flint and then you can pick the girl of your choice. Or if you choose you can leave them both. Whatever choice you make proceed to the briefing room for the next mission.

Mission 29: Testing Templar Bomb



After the mission go to the Berths to talk to Flash. Use the top conversation options and then go to the Bridge to talk to Vaquero. Then go to the Gunnery Control to talk to Vagabond and use the top conversation options. Once the conversation is over return to the briefing room for the next mission.

Mission 30: Fleet Escort Wingman: Flint

Change the ship and its payload before flying the mission and once it's complete, return to the briefing room.

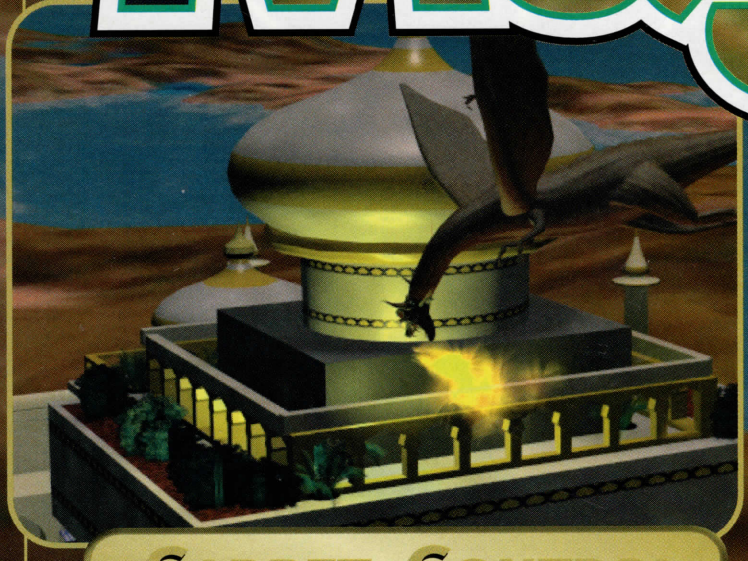
Mission 31: Guard Jump Point Wingman: Flint

Once the mission is complete return to the briefing room to learn about your final mission.

Mission 32: The Final Assault Wingmen: Maniac, Flash, Vagabond

The final mission is to destroy Kilrah, the Kilrathi home planet, using the Templar Bomb. Arming the Excalibur to the max leave the Victory and make your way to the Refuelling Station. After destroying the next wave of enemy ships, re-arm once again and this time ensure that you have the Templar Bomb. Destroy the next two waves of fighters and then send your wingmen home. Activate the cloaking device and set the auto pilot towards the next waypoint. Two targets will appear on your scope and both of these must be destroyed before you fly down to the planet surface. Once on the planet surface the Templar Bomb must be accurately dropped upon the fault-line to destroy the planet.

Magic C



Publisher: EA/Bullfrog
Telephone: 01483 579399
Players: One
Price: £44.99
Released: March '96
Game Type: Action/Strategy

Take that you wee mousey. 'ave it bad in the face mate!

Carpet Control

With the carpet being the main implement throughout the game, it is vital to learn all of its capabilities. The following list of manoeuvers and techniques must be practiced thoroughly to ensure competent carpet flying.

1. Circling an opponent is one of the most important and most used manoeuvers during the game. Circling whilst keeping the enemy in your sights means that they are unable to hit you with their projectiles. So it is possible to fire upon the enemy and still avoid the their missiles.

2. Using the Slide buttons when attacking castles reduces the risk of being hit by any of the archers arrows.

3. To travel as fast as possible across the landscape, turn 45 degrees to the left from the direction you wish to travel and then hold down Forwards and the Right Slide key. This will make the carpet travel at an angle but at a much greater speed. This can also be reversed to turning 45 degrees to the right and then pressing Forwards and the Left Slide button.

4. Using Right Slide and Back is the fastest way to turn around and is especially useful when fighting the wizards.

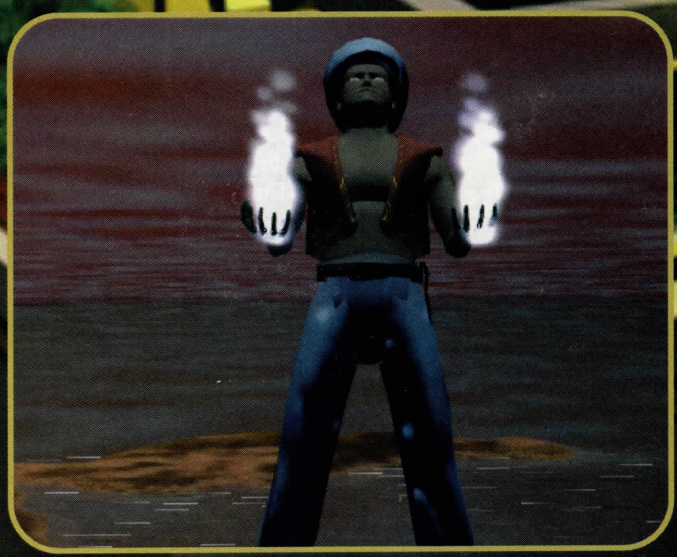
5. When an enemy is hot on your your heels the best technique to escape their onslaught is to reverse as quickly as possible. This is much more effective that trying to turn around as you leave yourself open to attack. Reversing using the Accelerate spell is the best possible manoeuvre but is not always available. Once you have reversed it is then much easier to attack the enemy as they will be straight in front of you.

6. Optimum usage of the terrain can make a useful ally especially when attacking a wizards castle that is built at the foot of a hill. Using the hill for cover, it is possible to attack the castle with some kind of projectile whilst avoiding any damage to yourself.

7. The easiest and quickest way to reach spells in craters is to spiral around the outside and gradually make your way down.

8. The deep and narrow pits that sometimes appear after some kind of magic spell can be entered but you have to use the Left and Right Slide buttons to wedge yourself down. Remember to not use Forwards or Back as the carpet may jump back to the top of the pit.

9. Possess as many of the civilians buildings as possible as these add to your mana giving you the advantage over the opponent



Carpet

wizards. The other wizards also tend to ignore this precious supply of mana so take advantage of them.

10 Choosing the place to build your castle is extremely important as it acts as the foundation for your entire campaign. As the castle needs continual expansion don't build it near any rocky areas which will prevent its growth. The castle expands up to six times so give it plenty of room.

11 The castle spell can also be used not only as a creative spell but a destructive one. Casting the spell amongst a group of enemies causes many of them to die and any mana released can be quickly collected by the balloon. Building the castle amongst a large group of creatures such as bees means that you can remain within the group for longer periods of time. This is because the castles healing properties cure any wounds you may receive. If the castle is destroyed in the overwhelming numbers it is very easy to rebuild and eventually you will have killed all of the creatures and will have earned a great deal of mana.

12 Fighting over pools of mana with other wizards can become difficult and laborious because of the endless reclamation of mana. An effective distraction is to fly away from the pool and kill any creature far away from the pool. The mana released by the dying creature will attract the wizards no matter how small the amount is and then you can quickly collect the mana contained within the pool.

13 During the later levels it is quite common to discover that the enemy wizards may already be well established. This leaves you at a great disadvantage and with so little strength when you begin it is necessary to gain help from other creatures. Attack powerful creatures such as the Griffins and then attract them over an opponents castle. During their frenzied attack upon yourself they will also destroy the wizards castle leaving you to mop the mana.

14 Any swarms discovered amongst the trees can be easily destroyed by setting the foliage alight. The flames then engulf the enemy doing your job for you.

15 The Teleport spell can make for great assistance in destroying an opponents castle. By casting the spell next to an enemy wizards castle it is then possible to fire upon the enemy until you run out of energy. A quick teleport back to base will restore your energy in no time and then the enemy can be attacked again slowly wearing down their powers.

16 After destroying part of an enemy wizards castle don't think that it is not worth the bother to pick up the mana. Just because it lands right next to the opponents castle doesn't mean he will be able to collect it any quicker than you can. Rush around the castle using the accelerate spell and claim as much as you can. Continue claiming and re-claiming if you have to until your balloon has collected it all.

Cheat

If all these skills and strategies seem a little bit too much to learn and you just want to get down to kicking wizard butt, then the following cheat might just help. Go to the options screen and press Triangle, Triangle, Circle, Square, Triangle, Circle, Triangle, Square. This will add a level select to the options menu. Then during playing the game, pressing Start to pause and then press Square for extra Mana, Triangle to access all the Spells and Circle to restore the world.

MAGIC CARPET GUIDE

Fly on dude! Give it to 'im bad in the face, mate!

Creatures

Apes

These guys really like to sling boulders at your castle so keep an eye out for their presence. Remember to use the slide left and right to avoid any boulders they may throw in your direction as they can cause a great deal of damage.

Bees

Swarms of bee's can be extremely dangerous and if the situation gets out of control they can soon make an end to your existence. The best way to deal with them is to fly backwards and shoot them whilst they follow.

Crabs

Crabs can take a great deal of damage before they eventually fall to your attack. They don't move particularly fast so the best way to kill them if to circle them using the slide left and right buttons. This way you will avoid their fireballs.

Dragons

These are very much like the worms but fly through the air so they can attack you and your castle on both land and sea. The best way to kill them is to use the circle tactic described in the strategies section. This way they can't hit you as much with their fireballs.

Emu Riders

These can be a right pain because of the speed that they move over land. Fortunately they don't do a great deal of damage and can be chase and killed in no time at all.

Genie

These guys can be extremely annoying because of their habit to teleport away from a fight when they are just about to be killed, only to turn up with their health restored back to maximum. They will also steal your mana so try to destroy them as quickly as possible by attacking them relentlessly.

Griffin

A very powerful creature which usually roams the land with a few chums. It is best not to upset them unless absolutely necessary. They can also be utilised to destroy an opponents castle with the method described above in the strategy guide.

Kraken

With most castles being built in the sea to guarantee enough space for expansion, these creatures should be considered very dangerous. Using lightening bolts and the Dual spell they can soon turn you to ashes. They can also turn your castle to rubble in no time. The best way to defeat them is to keep just out of range of their lightening and shoot them from afar. If you do get caught in their Dual spell, use the Accelerate spell to escape.

Skeletons

These are not really a problem individually but unfortunately they come in great hordes and can soon surround your castle if you decide to build it on land. They will also kill any villagers under your flag so it is best to do away with them as quick as possible.

Trolls

Trolls can take a great deal of damage and can also give out a fair bit themselves. Their weakness is their slowness and they are an easy target, but, they can re-generate their energy so ensure they are dead first time.

Vultures

These can come in great swarms and can attack you on land or sea. The best way to deal with them is the same way as with the bees. Fly backwards and shoot into the swarm. This way they can't get near enough to do any damage.

Worms

These land based creatures use fireballs but are not really a great threat. The best way to kill them is to use the circle tactic so that they can't do you any damage.

Wyvern

These are the toughest creatures of the game but are fortunately rare. The problem is that they are quite happy to attack both you and your castle so their is no avoiding them if they are on the level. By the time you encounter one you should have plenty of spells but they will still prove a problem. They can also re-generate their health so make sure you kill them first time if you can.

Worlds

The initial ten levels of Magic Carpet are designed as a training ground and should be treated as such. These are the levels where all of the moves and skills should be practised until you are satisfied that you can proceed to the much more taxing levels that will be encountered later. Replay levels if you are not entirely happy with your skills until you can complete them competently.

(The following world guides are not a solution but are designed to complement the guide given in the Magic Carpet manual so remember to read them as well.)

Rannaxior

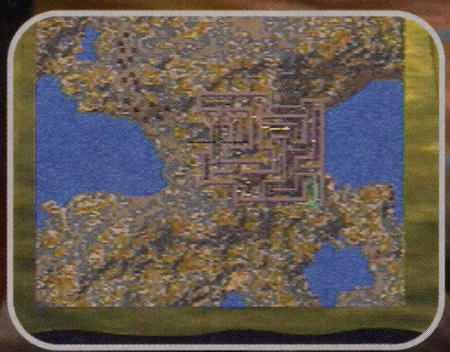
It is very important to escape from the walled area as quickly as possible and if you have the Accelerate spell this would be a good time to use it. The main island is booby trapped with swarms of bees all of the place but don't fire at them randomly because their are also griffins on the roam. Try to get all of the spells as quickly as possible as well and then build your castle out to sea. The seas are also Kraken infested so keep guard of your castle well. Once you are well established this world is no problem at all.

Zanzandria

With only a limited area of water to build your castle in it is very difficult to establish a base because of the Kraken infestation. Once the Kraken have been dealt with, the best way to gain mana quickly is to attract the swarms of Vultures and Bees towards your castle. Stand on your castle and shoot them down as quickly as you can. This way your balloon can collect mana quite quickly. If your castle is destroyed re-build it immediately so that your life force is re-charged as you fight. Once you are established the world is yours.

Mehkhel

Ignore the pool of Mana and immediately make your escape of the walled enclosure by using the mirror at the centre of the pool. Once outside of the enclosure you can build your castle in a suitable place. It is then a simple matter of fighting for mana. When you wish to re-enter the enclosure go to the purple wizards castle and the returning mirror can be activated in the centre of a circle of trees.



Dullighir

To escape the maze keep checking the main map and head towards the trees which fill the exit. The best place to build your castle is in the large area of sea. There are a few Kraken but once they are destroyed the world is more or less yours.

Nazzajahn

The best place to build your castle in this world is in the sea near the red wizard but remember to give yourself enough room to expand. The swarms of bees are the main problem but keep an eye out for the Genie which can steal your mana.There are also several booby traps in the sea which release yet more swarms of bees so be prepared because they cannot be avoided. Destroy the wizards as soon as possible because if the y become too strong they can become quite a threat as they will gang up on you.

No point fighting over the pool of mana as you'll get it bad in the face, mate!

Al Saumam

With there being very little water to build your castle in it is inevitable that land based creatures might be able to attack your castle. In particular the army of skeletons which should be your first priority to destroy. A few crabs and some warms of bees are the only other real threat but can be easily killed. Also ensure that you destroy the two other rival wizards because if they become too powerful they can become a threat.

Aflahkstahn

Once passing through any of the mirrors it is then best to build your castle on land due to the enormous numbers of Kraken in the water. The only one rival wizard of the level is automatically well established and will attack your castle again and again so ensure to guard it well. At first it is best to let creatures come to you rather than you go to them until you are well established. The main problem of this world is the wizards castle which you cannot destroy on your own and you have to hire the help of some griffins by shooting at them whilst standing in your enemies castle. Once the rival wizard is destroyed only the puzzle of the fortress remains. The mirror to the fortress can be found at one end of the ravine.

Jan Tabar

This world contains the first encounter with a Wyvern which has to be destroyed before it destroys you. Try to develop a strong castle as quickly as possible by building on the land away from the Kraken. Then fight the swarms of vultures and bees nearby to gain mana but watch for the annoying genie which will steal what you have earned. Once you are strong enough you can then find the Wyvern to the south if it hasn't already found you.

Ar Vilim

Quite a difficult world with many deadly booby traps so be prepared for battle at any moment. The rival wizard is also very aggressive and very deadly and this level requires some amazing fighting skills to succeed. Build your castle in the water as far away from the wizard as possible so that when you have injured him it takes him a long time to return to his castle to re-charge his energy.

Jondd Warr

The major threat in this world are the two wizards who are automatically well established and will attack you and your castle without hesitation. With so many dragons around there is plenty of access to mana but the trick is to get the mana whilst competing and defending against the two other wizards.

Khaghabal

Loads of transport mirrors to navigate to get to the mana locked away within the fortress'. The only real pain apart from the two wizards are the three genies which will constantly pester and steal at any given opportunity. It should be your priority to get rid of them first which will take several attempts before they finally disappear.The best place to build your castle is in the grassy area with the small pools of water.Use the transport mirrors to quickly dash from one fortress to another and claim as much of the mana as possible.

Ul Ramin

The wizards become even more tricky in this level but by now you should be able to cope with their tactics. The main threat of the world is the Wyvern which appears when you cross the pool of mana so it may be a good idea to avoid this until you feel you are strong enough for such intense combat. Try to avoid all temptation until you are ready to deal with some major confrontations.

Naqual

Wyverns and Genies are unavoidable in this world but your first priority is to drive away the genie because they prevent you from establishing a strong castle because of their mana theft. Booby traps provide hordes of skeletons and swarms of bees and these are the best source of mana so get blasting.

Quaddimar

Setting up a castle is all very easy but maintaining it is another because of the hordes of menacing creatures. Genies will pester you, dragons will attack you as will just about everything else including the wizard who is all too well established for your own good. A tough battle level but no annoying puzzles.

Ottommia

Not as easy and peaceful as it first appears with there being some very nasty booby traps and four intensely competitive wizards to compete for limited resources. Build your castle in the sea near the green wizard so that you can them concentrate your initial efforts on destroying him first. The rest of the battle is then up to you and your combat skills.

Look carefully at the decaying mappe... It could give you valuable clues! (NOT!) And no, it's not bad in the face, matei

Xikhypt

Starting right next to a Kraken it is important to make a quick dash to escape any injury. Go to the large pool of water and build your castle there and then gain some mana outside of the enclosed area before attempting to enter inside. Inside the enclosure are a great deal of adversaries including several Wyverns so take the enclosure slowly and destroy everything encountered. If you take it carefully and systematically there should be few problems.

Shebbahn

Starting with virtually all of your spells stolen you must initially make a dash for where they are lying in the forest to the South East. The four wizards will try and stop you from reclaiming your spells with everything they have got and you may find it will take a few attempts before you can gain them all and establish yourself. On entering the forest a booby trap is activated which provides plenty of creatures to destroy for mana. The main problem of the world is the ever increasingly powerful wizards which take ever greater skills to destroy. Drawing creatures into the forest and then setting the trees alight should help in gaining mana quickly.

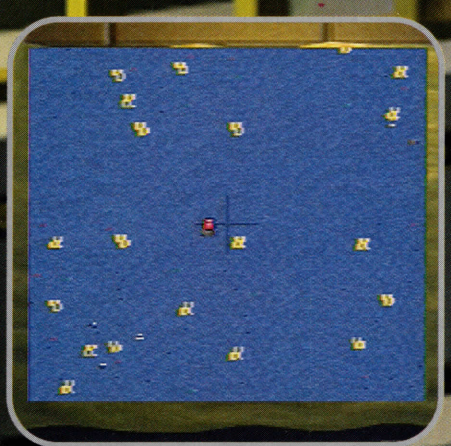
Two things you must know about the wise woman. 1.She is wise 2. She's got it bad in the face, mate!

Hazzanjahn

Using the mirrors may initially seem like a good idea to regain your spells but some of them transport you straight into trouble so you should firstly destroy the swarms of creatures around the islands and then experiment with the mirrors.The wizards will also cause hardships and are unfortunately well established to it means plenty of offence and defence to stay in the game.

Banahstur

Establishing yourself quickly is difficult but essential because your only adversary soon becomes very powerful and it then becomes impossible to restore the world. destroying the small swarms of creatures is initially the best way of gaining mana but watch for the swarm of bees in the large mass of water because they hide a Wyvern or two.



Idirya

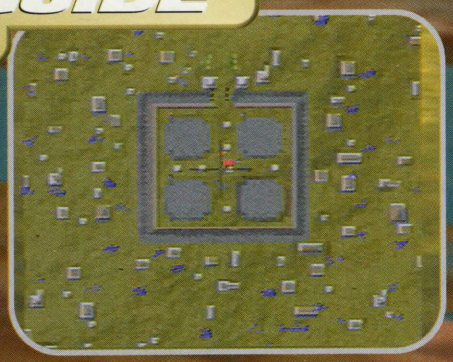
There is no choice but to build your castle in this water infested world and there being more than a few Krakens roaming around it is particularly hard to defend your castle as well as yourself. Use the accelerate spell to claim as mush of the mana lying around before the three other wizards manage to claim it. There is a lot of mana lying around and if you don't kill the rival wizards quickly it may become too hard to destroy them later.

Thammon

Four well established wizards and thousands of swarming creatures make this an extraordinarily hard level which require stunning combat skills. Waters are also infested with Kraken and it is likely that you are going to be killed more than once. Establish a castle a remain nearby it so that you can recharge after each fight which you should keep small and controlled. Progress slowly further outward until you are strong enough to make an impact on the environment.

Khatoud

Establishing a castle as quickly as possible should now be a priority on nearly every world encountered because the rival wizards by now have become masters at building enormous fortress' in a matter of minutes. The three wizards will more or less initially ignore you and battle between themselves and this is your chance to gather up the mana lying around and grasp a foothold on the world.

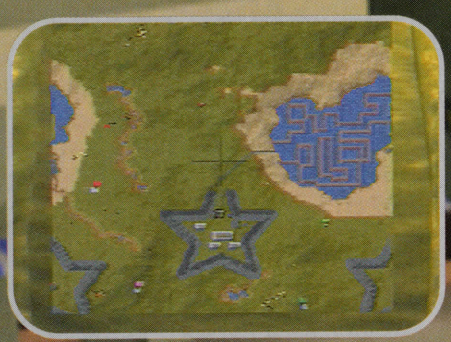


Shai Yulim

It is very important to firstly drive away the genie and then to collect the spells lying around the enclosure. Then you must try and find a space to build your castle which isn't easy because of the crowded landscape. The citizens are being attacked by a Wyvern so there is little point in trying to possess their buildings because they are being systematically destroyed. The best thing to do is to kill the citizens and take their mana to give yourself some strength. Once you are strong enough it is then time to destroy the Wyvern if it hasn't already attacked you first.

Moorrok

A very hard world to gain a foot-hold on because as soon as you attempt to regain any of your spells you are automatically attacked by several Wyvern. There are also four particularly aggressive wizards to contend with. The best thing to do is to gain some mana before attempting to regain your spells so destroy all of the rings of Vultures including the one that initially surrounds you. Once you are strong enough you can try to reclaim what was once yours and can may be restore the world while you're at it.



Quahahn

The first thing to do is to take the two spells kept within the star shaped area and then you must make a run for it away from the Wyvern that guarded them. Then create a castle and take the mana from the surrounding swarms of bees and vultures. Destroying or at least handicapping the other four wizards is also important if you wish to maintain control of the world. Each of the three stars and the maze require visiting before you can proceed to the next world.

Yoggohr

Head towards the pool surrounded by trees and pick up the two essential spells and then build a castle. Then it's a quick dash to possess as much of the mana lying around as possible before the three other wizards claim it for themselves. Ensure your castle is strong before you take on the rival wizards and the Wyvern which is flying around the stones. The Wyvern should initially be avoided at all costs as no spell will protect you from its onslaught.

Ar Zaljan

The first thing to do is to claim as much mana as possible and may be possess some of the surrounding buildings. This should give you enough mana to enter the maze to get the spell. Remember to wait for the burning trees to finish before trying to pick up the spell because otherwise you will burn to death. You must then establish a castle outside of the maze where there is more room for you to expand so that you can defend yourself against the other three wizards. Use the swarms of Vultures to supply the mana to build up your powers.

Ooramesa

Spells are no longer the problem but genies are of which there are at least six who will steal your mana in no time. The four wizards are also well established so it is very important to try and catch up as quickly as possible. Build your castle near a swarm of vultures if you can as they provide easy access to mana unlike the bees which can be too much to handle. On entering the enclosed area it's Wyverns galore so ensure you are well prepared before entering.

Ghabbaladan

You are the centre of attention as far as the other wizards are concerned so it is essential to collect the spells as quickly as possible. The wizards also have a head start so developing a castle is an important move before beginning mana shopping.

Tekumir

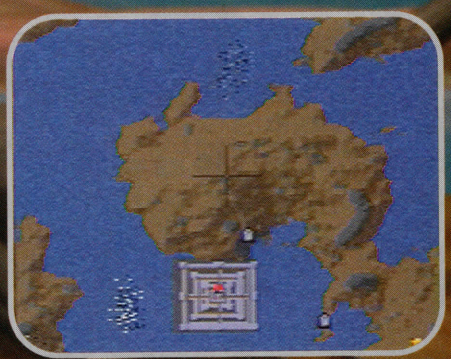
There are no wizards to worry about but there are plenty of creatures to give you a hard time. Genie's and spells are also a problem with you beginning with only two spells and very little mana. Collecting the four spells of the world is not easy because each is guarded by either a swarm of bees or vultures. Caution is the order of the day or restoration will never occur.

Meebir

Things may look nice and easy at first but take a look at your spell selection menu and you know you've been short changed. The trick to restoring this world is to pick up each spell one at a time and deal with each booby trap individually. That way you won't suffer too much with the hands of death which may come more than once because of the sheer scale of each trap. If the foe you trigger is airborne you might like to think about drawing them over to the rival wizards residence which looks too big for its own good.

Ephieria

Wizards are a serious problem in this world with there being seven already well established and ready to turn you into toast. Building a castle near the group of vultures will give you a good chance to catch up and then it's time to attack them one by one by any means necessary.



Zantor

Hordes of nasty creatures and three extremely well established wizards make this world a hard one to conquer but at least you don't have to worry about finding any spells. Building a castle on the spot where you begin is as good as anywhere and it is going to require a great deal of defending. Let everything come to you and mana will be served to you on a plate as long as you don't let the genie steal it.

Shal Kazan

The first thing to do on entering this world is to scale down the size of your rival wizards castle. To do this take a few pot shots at a neighbouring flock of Griffins and then draw them over his castle. It's then time to run away and let them turn it into rubble so that you both start on equal terms. All that's left then is to beat some seriously tough creatures.

Innixxia

Less wizards but a whole lot more maze which means that it is essential that you build your castle in the perfect place or you will have no room for expansion. The large swarms of bees are quite dangerous to engage but it is necessary to use them to gain enough mana to attack the other two wizards and the hordes of other nasty creatures.

Dubbahn

Being cooped up in an enclosure with several Wyvern just isn't much fun so make a dash for the transporter mirror to give yourself a little freedom. The next best thing to do is to build a castle preferably as far away from any Kraken as possible and to then take on the wizards who have had a slight head start and are not keen on letting you live any longer than you have to.

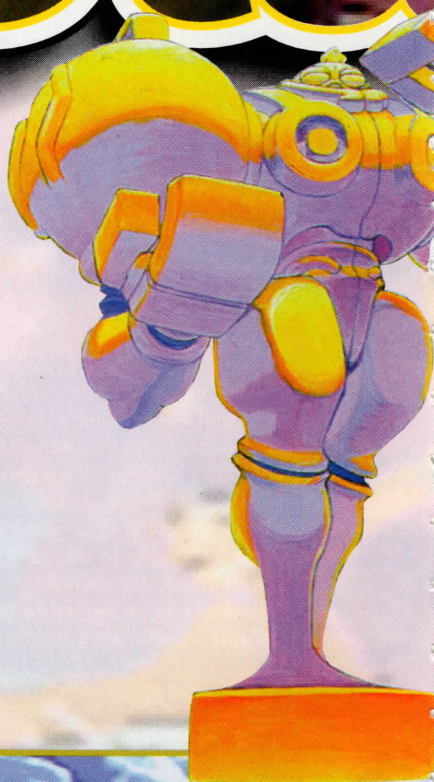
Volcania

The final battle and all the wizards are here to greet you as is everything else. Setting down a castle and playing defensive for a while until enough spells become available is the only way to survive this inhospitable landscape. Once you are quite powerful and have removed the eternally annoying genie's it's time to wipeout tour opponents one last time any way you please.

Darksta

Publisher: Virgin
Telephone: 0171 368 2255
Players: Two
Price: £44.95
Released: Autumn
Game Type: Beat-'em-up

If you like your beat-'em-ups served with a dash of the chill factor, Dark Stalkers is the answer to all your night mares. And guess who's got all the moves...



Special Moves

These moves can only be activated on the special bar has reached maximum. There is then a short period when the special move can be activated. To power up the special bar it is essential to keep moving and keep activating moves whether they're aimed at the opponent or not. Standing still causes the special bar to decrease encouraging you to fight.

Up in the Air

It is quite possible to block attacks even when in the air. To do this move the D-Pad in the opposite direction to the attacking opponent.

The only time you cannot block an attack is when the opponents feet are firmly on the ground.

Air attacks make it an entirely new ball game to the days when a punch here or a flying kick there was all that was available. Combo's can now be activated in the air meaning that more than one move can be activated during one jump. These moves take a fair bit of experimentation and practice before perfected but are well worth the effort and introduce a new dimension of play to the game.

Attacks can also be activated in the air as long as the character is only jumping and not doing anything else.

Missile Combat

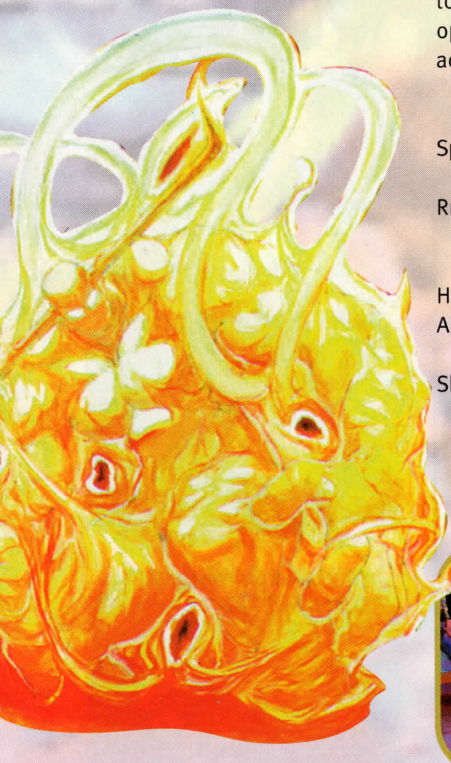
lkers

Missiles no longer cancel one another out as in previous Capcom games. Now missiles are judged by both their size and distance travelled as to whether or not they will cancel each other out on impact. For example, when a fireball that has travelled the length of the screen collides with a newly launched projectile, the priority goes to the stronger which in this case is the latter. But, collisions still weaken the fireballs momentum so the stronger projectile will still loose a lot of its strength causing it to fade out seconds later.

Blocking and Counter Attacks

Due to the pause of a character after blocking an attack generally prevents an immediate counter attack but there are occasions when these are possible. The following list of moves can be activated during the block pause. The best time to activate them is when the opponent is trying to take advantage of the block pause.

Demitri: Demon Cradle, Bat Spin, Air Chaos Flare
Jon Talbain: Rising Beast Rush, Air Beast Rush
Victor: Giga-Burn
Lord Raptor: Death Hurricane, Air Death Hurricane, Air Death Voltage
Morrigan: Shadow Blade, Shell Kick, Air Soul Fist
Anakaris: Royal Judgement
Felicia: Sand Splash
Rikuo: Sonic Wave
Sasquatch: Big Typhoon

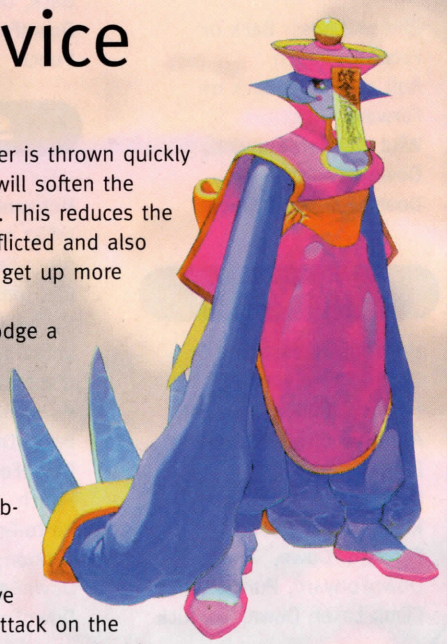


Combo's

Morrigan catches the Wolf Man with swift kick to the DBs as he tries to sneak up from behind.

It is possible to combine several normal moves together to create many different combinations. When a move strikes the opponent, a hit mark is left behind and at this point, the move can be interrupted into another. Small attacks can be interrupted with stronger moves giving the ability to create some quite lengthy manoeuvres. Timing is essential to get these moves to work effectively which requires some serious practice and rapid button pressing is out of the question.

Grand Masters Advice



When your character is thrown quickly pressing Hard Punch will soften the impact on the ground. This reduces the amount of damage inflicted and also makes your character get up more quickly.

It is possible to dodge a throw or slam if timed to perfection. As the opponents throw or slam animation begins, leaping away leaves them grabbing at thin air.

Dashing (Forward, Forward) is an effective way of springing an attack on the opponent and can be combined with some moves.

THE CHARACTERS

Demitri Maximoff

"Is your blood as thin and weak as you? Let's find out, shall we?"

Throws

Pile Driver: Forward or Back, Punch
Demon Stolen(SPD): Forward, DownForward, Down, DownBack, Back, UpBack, Up, Punch

Moves

Chaos Flare: Down, DownForward, Forward, Punch
Demon Cradle: Forward, Down, DownForward, Punch
Bat Spin: Back, DownBack, Down, Kick
Midnight Pleasure: Down, Forward, DownForward, AllPunches

Special Moves

Chaos Flare: Down, DownForward, Forward, Punch
Demon Cradle: Forward, Down, DownForward, Punch
Bat Spin: Down, DownBack, Back, Kick

Notes

1. The Chaos Flare can be activated in the air as well as on the ground.
2. Activating the Demon Cradle whilst dashing towards an opponent will cause the uppercut to move diagonally across the screen.

John Talbain

"My power is the fury of the beast. None can overcome it!"

Throws

Bite and Toss: Back or Forward, Punch
Roll and Toss: Back or Forward, Kick
Wild Circular: Forward, DownForward, Down, DownBack, Back, Kick

Moves

Horizontal Beast Rush: Down, DownForward, Forward, Punch
Air-to-Ground Beast Rush: Jump, Forward, DownForward, Down
Rising Beast Rush: Forward, Down, DownForward, Punch
Climb Laser: Down, Up, Kick
Horizontal Beast Cannon: Back, DownBack, Down, DownForward, Forward, Punch

Special

Horizontal Beast Rush: Can inflict multiple hits
Air-to-Ground Beast Rush: Can inflict multiple hits
Rising Beast Rush: Can inflict multiple hits
Climb Laser: Extra hits
Horizontal Beast Cannon: Back, DownBack, Down, DownForward, Forward, Punch
Air-to-Ground Beast Cannon: Jump, Up, Back, DownBack, Down, DownForward, Punch
Rising Beast Cannon: Down, DownBack, UpForward, Punch

Notes

During the Horizontal Beast Cannon hold the joystick diagonally up and press punch in mid rush to veer off in a different direction.
During the Air-to-Ground Beast Cannon hold the joystick diagonally up and press punch in mid rush to veer off in a different direction.
During the Punch Rising Beast Cannon hold the joystick diagonally up and press punch in mid rush to veer off in a different direction.

Victor Von **Gerdenheim**

"You are no match against my great strength."

Throws

Chin Basher: Back or Forward, Punch
Two-Handed Squeeze: Back or Forward, Kick
UpForward, Kick
Gyro Crush: Down, DownBack, Back, Forward, Punch
Thunder Break: Charge, Down, Up, Punch

Moves

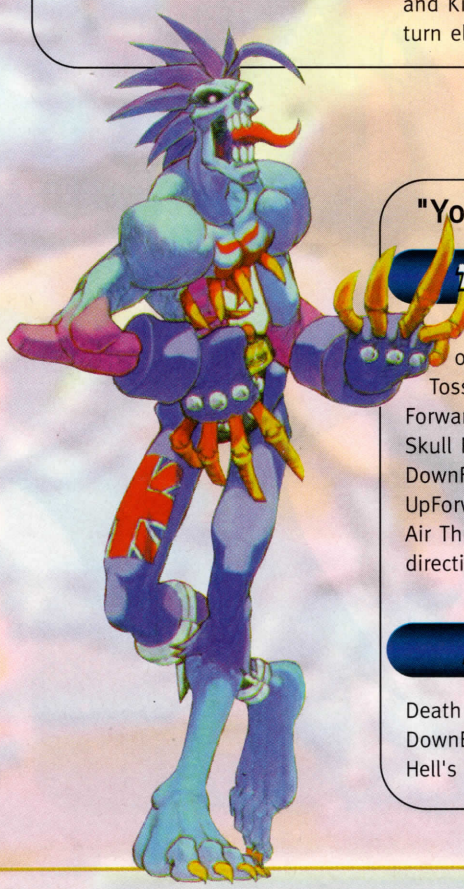
Giga-Hammer: Charge, Back, Forward, Punch
Giga-Buster: Charge, Back, Forward, Kick
Hop Kick: DownBack, UpForward, Kick
Gyro Crush: Down, DownBack, Back, Forward, Punch
Giga-Burn: Down, DownBack, Back, Kick

Special

Giga-Hammer: Charge, Back, Forward, Punch
Giga-Brood: Charge, Back, Forward, All Punches
Giga-Buster: Charge, Back, Forward, Kick
Hop Kick: DownBack,

Notes

The Giga-Brood is highly effective as a floating combo move.
For the Thunder Break using all three punch buttons combined instead of just the single covers both the ground infront and behind.
Pressing Down, Up, Punch before making contact during the Chin Basher and Victor will do a more powerful throw.
During the early stages of the Gyro Crush, Victor is invulnerable to projectiles.
The Giga Hammer and Giga buster during the dashing section make Victor invulnerable for a short period.
Holding down the button during the Hard Punches and Kicks makes the move turn electric.



Lord **Raptor**

"You should thank me. That broken face is very becoming on you."

Throws

Knife Thrust: Back or Forward, Punch
Toss - Flip: Back or Forward, Kick
Skull Punish: Down, DownForward, Forward, UpForward, Punch
Air Throw: Jump + Any direction except Up

Moves

Death Hurricane: Down, DownBack, Back, Kick
Hell's Gate: Back, DownBack, Down, DownForward, Forward, Kick
Air Walk: Jump, Back, Back or Forward, Forward
Soul Javelin: Down, Up, Kick

Special

Death Hurricane: Down, DownBack, Back, Kick
Death Voltage: Forward, DownForward, Down, DownBack, Back, Kick
Evil Scream: Forward, Back, All Punches

Notes

During the Hell's Gate move, the strength of the Kick button determines where Raptor will appear on the screen.
The Soul Javelin can only be used on opponents who are lying on the ground after being hit by a special move.
Holding down during Raptor's jumping attack makes hit manoeuvre change.
Holding Forwards whilst activating standing attacks makes the move strike at longer distances.

Anakaris

"You misbegotten spawn of a jakal. Go back to your hole!"

Moves

Mirror Door Pull: Down, DownForward, Forward, Punch
Near Coffin Dance: All Punches
Far Coffin Dance: All Kicks
Echo Back Step(Swallow Projectile): Forward, DownForward, Down, DownBack, Back, Punch
Echo Back Step(Spit Projectile): Down, DownForward, Forward, Kick
Royal Judgement: Jump, Forward, DownBack, Down, DownForward, Punch
Cobra Blow: Forward, Back, Forward, Punch
Pharaoh Magic: MidKick, LightPunch, Down, LightKick, MidPunch

Special

Mirror Door Pull: Down, DownForward, Forward, Punch
Near Coffin Dance: All Punches
Far Coffin Dance: All Kicks
Royal Judgement: Jump, Forward, DownBack, Down, DownForward, Punch
Cobra Blow: Forward, Back, Forward, Punch

Notes

Pressing Up once makes Anakaris float and pressing Up again makes him float higher.
During Floating Anakaris can also be moved left and right.
When Jumping towards or away from an opponent it is possible rise a little higher by pressing the diagonal move once again. This can be repeated up to three times before dropping back down to the ground.
Whilst in the air pressing Down and Hard Kick will activate the Pyramid Crush move.

Morrigan Arnsland

"My beauty can overcome brains and brawn."

Throws

Ground Slam: Back or Forward, Punch
Hell Ride: Forward, DownForward, Down, DownBack, Back, Punch

Moves

Soul Fist: Down, DownForward, Forward, Punch
Air Soul Fist: Jump, Up, UpForward, Forward, Punch
Shell Kick: Jump, Down, DownBack, Back, Kick
Shadow Blade: Forward, Down, DownForward, Punch

Soul Fist: Down, DownForward, Forward, Punch
Air Soul Fist: Jump, Up, UpForward, Forward, Punch
Valkyrie Turn: Forward,

Special

DownForward, Down, DownBack, Back, Kick
Shadow Blade: Forward, Down, DownForward, Punch
Darkness Illusion: Jab, Jab, Forward, Short, Fierce

Notes

Varying the power of the Kick during the Valkyrie Turn will alter the height of the move.
Using the Roundhouse at close quarters gives the ability to use it in quick succession up to four times.
On landing after the Valkyrie Turn it is possible to continue the combo with a number of the normal moves.

Felicia

"I hope I've shown you how to treat a lady. Next time I'll have to get rough."

Throws

Face Scratcher: Back or Forward, Punch
Tumble Toss: Back or Forward, Kick
Hell Cat: Forward, DownForward, Down, DownBack, Back, Kick
Air Throw: Jump + Any direction except Up

Special

Rolling Buckler: Back, DownBack, Down, DownForward, Punch
Rolling Scratch: Forward, DownForward, Down, DownBack, Punch
Delta Kick: Back, Down, DownBack, Kick
Sand Splash: Down, DownForward, Forward, Kick
Rolling Flash: Down, DownForward, Forward, Back, DownBack, Down, All Punches

Moves

Rolling Buckler: Back, DownBack, Down, DownForward, Punch
Rolling Scratch: Forward, DownForward, Down, DownBack, Punch
Delta Kick: Back, Down, DownBack, Kick
Sand Splash: Down, DownForward, Forward, Kick

Notes

During the Rolling Buckler, pressing Punch in mid roll will activate a rising claw slash.
During the Rolling Scratch, pressing Punch repeatedly during mid roll will activate multiple claw slashes.

Bishamon

"How could you hope to defeat me, the immortal spirit of Bushido!"

Throws

Simple Toss: Back or Forward, Punch
The Skinner: Down, DownBack, Down, DownForward, Forward, Punch

Moves

Snap Sword: Back, DownBack, Down, DownForward, Forward, Punch
Storm Wind: Down, DownForward, Forward, Punch
Flip Sword: Down, DownBack, Back, Punch
Rising Slash: Forward, Down, DownForward, Punch
High Quick Slash: Charge, Back, Forward, Punch
Low Quick Slash: Charge, Back, Forward, Kick
Seal of Death: Jump, Up, UpForward, Forward, Punch

Special

Storm Wind: Down, DownForward, Forward, Punch
Rising Slash: Forward, Down, DownForward, Punch
High Quick Slash: Charge, Back, Forward, Punch
Low Quick Slash: Charge, Back, Forward, Kick
High Triple Slash: Charge, Back, Forward, Back, Forward, Punch
Low Triple Slash: Charge, Back, Forward, Back, Forward, Kick
The Bushido Crush: Forward, DownForward, Down, DownBack, Punch

Notes

After a successful Sword Throw, following up with the Storm Wind or Flip Sword is an ideal way of inflicting extra damage.
The Rising Slash is an ideal follow up to the Sword Flip.
Both the High and Low Quick Slash cancel out Fireballs.
The flames from the Seal of Death can stun an opponent.

Rikuo

"You land beings are so weak! I'm disappointed"

Throws

Tongue Grab - Bash: Back or Forward, Punch
Tongue Grab - Multi Bash: Back or Forward, Punch, Back, Forward, Back, Forward...
Tongue Grab - Air Hits - Toss: Forward, DownForward, Down, DownBack, Back, Punch
Frenzy: Forward, DownForward, Down, DownBack, Back, Kick
Forward, HardPunch
Trick Fish: Back, Back, Kick

Special

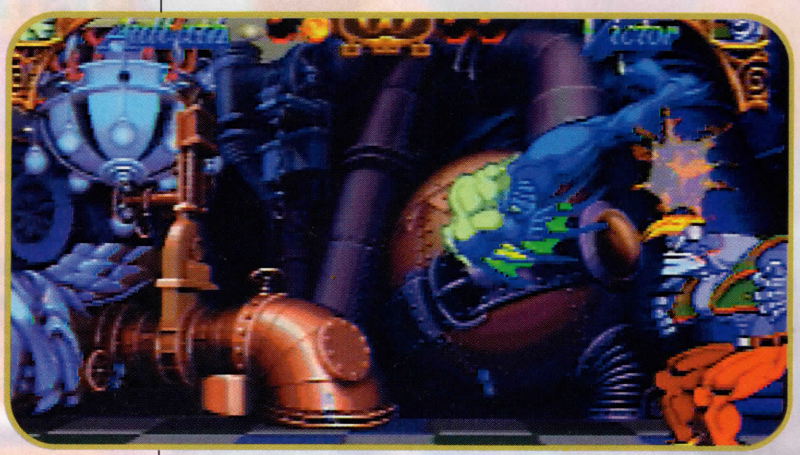
Poison Breath: Back, DownBack, Down, DownForward, Forward, Kick
Screw Jet: Back, Forward, Punch
Aqua Splash: Forward, DownForward, Down, All Punches

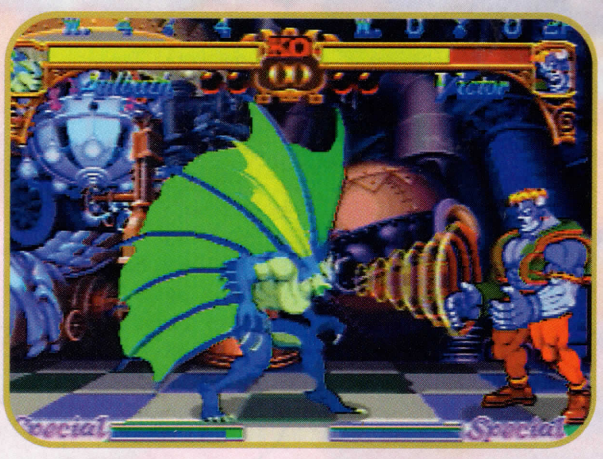
Moves

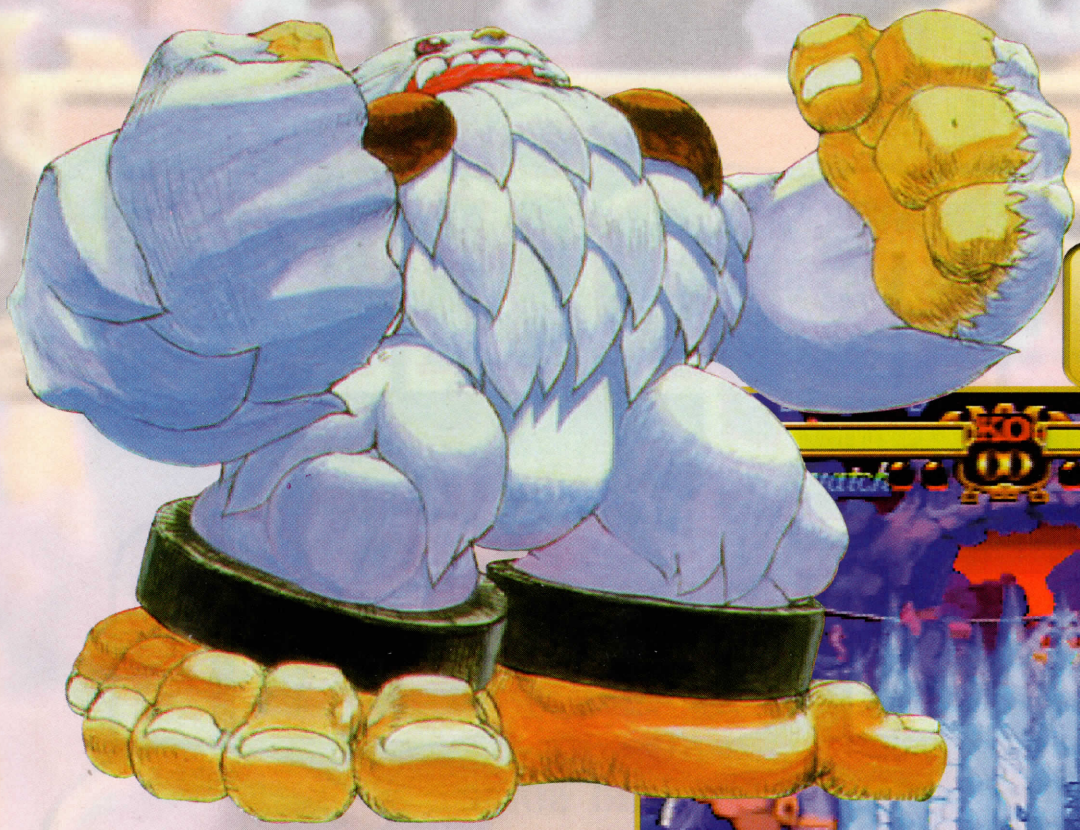
Sonic Wave: Down, DownForward, Forward, Punch
Poison Breath: Back, DownBack, Down, DownForward, Forward, Kick
Screw Jet: Back, Forward, Punch
Multi-Hit Mollusk: Forward,

Notes

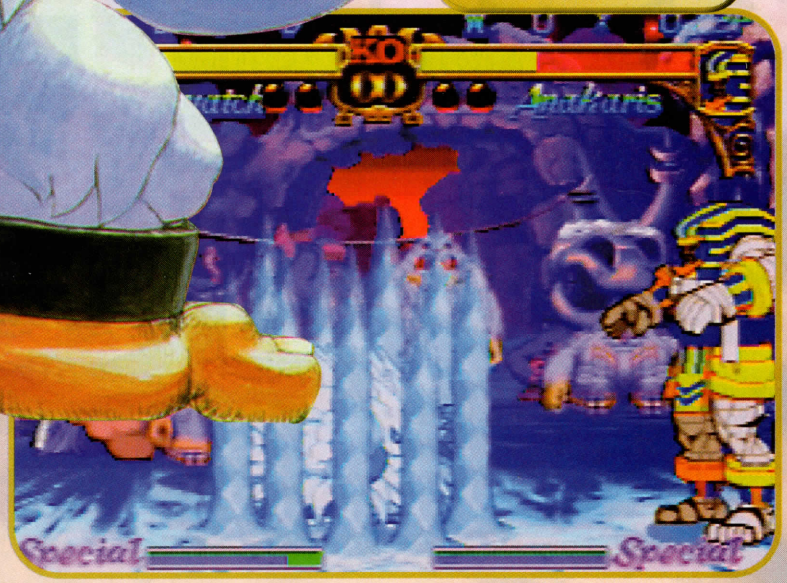
The Sonic Wave can block normal projectiles. Holding down all of the Punch buttons during the Aqua Splash can give control over the location of the blast. Using the Kick buttons delays the start of the blast.







Sasquatch takes time out to impress his Mummy with a demonstration of his ice-carving talents!



Sasquatch

"If I have to fight weaklings like you, you could at least make an effort!"

Throws

Ground Slam: Back or Forward, Punch
Big Shake: Forward, DownForward, Down, Punch
Big Brunch: Down, DownBack, Back, Kick
Big Toss: Back, DownBack, Down, DownForward, Forward, UpBack, Up, Kick

Moves

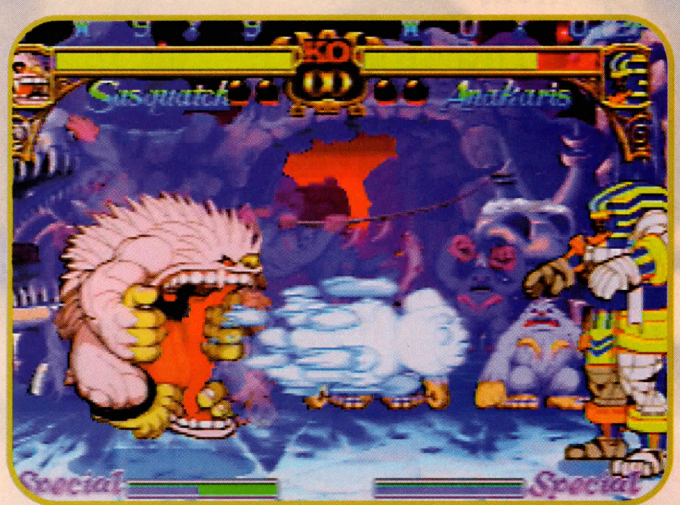
Big Snow: Back, DownBack, Down, DownForward, Forward, Punch
Big Typhoon: Forward, Down, DownForward, Kick
Big Towers: Down, Down, All Punches

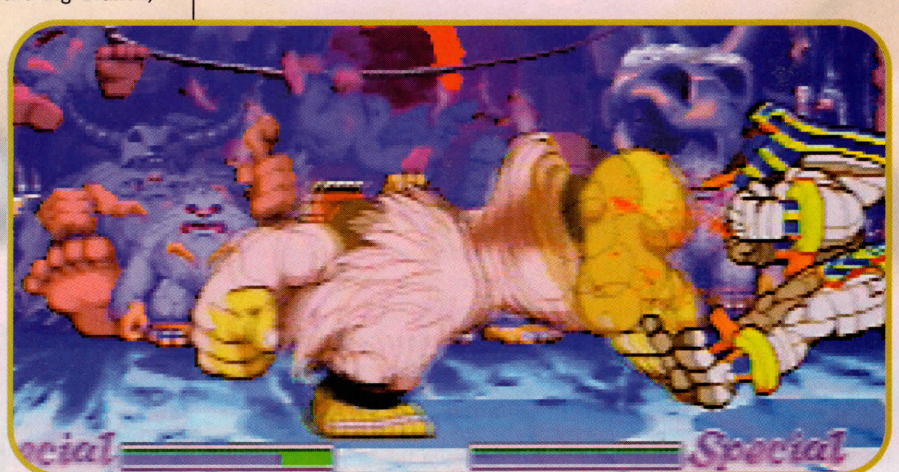
Special

Big Typhoon: Forward, Down, DownForward, Kick
Big Towers: Down, Down, All Punches
Big Freezer: Back, DownBack, Down, DownForward, Forward, All Punches

Notes

Because the opponent is frozen for a short period of time after the Big Brunch, this should be considered an ideal time to follow up with another attack.





Jumping Flash 2

Publisher: SCEE
Telephone: 0171 447 1662
Players: One
Price: £44.95
Released: October
Game Type: 3D Platform

Robotic rabbits, funky music and some superb 3D platform action make up this sequel to one of the first PlayStation games. It's got nothing at all to do with jumping off walls and opening your coat.

Looking

Absolutely essential because without it it's impossible to judge distances. Before making large jumps, even to platforms straight ahead, it is idea to check what lies above to ensure there are no obstacles which will prevent the jump.

Some tricky moves and sneaky tricks help get the 'Robbit' out of trouble...

Jumping

Being a platformer, jumping is the most essential skill to master. Not only can the jumps be used to move from one platform to another, but can be used offensively. Jumping on creatures reduces their energy and the higher the jump, the more damage it causes. For the tougher creatures including the bosses the best technique is to jump and shoot down together to increase the amount of damage done in one manoeuvre.

Shooting

Shooting, although less important than jumping, still needs to be made optimum use of. Its most important role is to clear the path especially when about to jump. Combine the shooting with the look button to move the target in all directions.

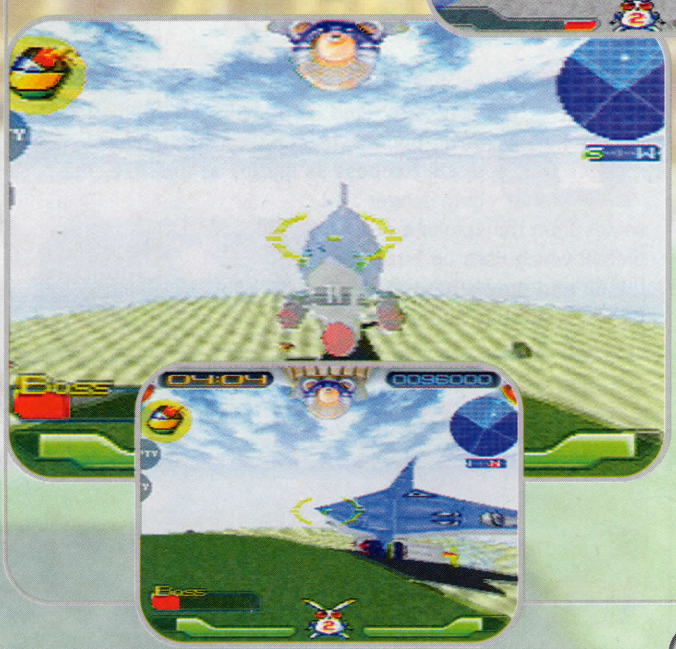
The Worlds

World 1 - 1

From the starting position go straight ahead (North) and jump over the pool to the Muu Muu directly ahead at the bottom of the red brick building. Turn left (West) and follow the paved path jumping onto the buildings. The second is located to the right (SouthWest) on a green floating island with a statue of the evil proffessor. Turn right (NorthWest) and and jump over to the higher floating island with the bonus ring. Jump into the ring and destroy all of the balloons. The best technique to destroying the balloons is to fire down upon then whilst jumping rom the highest towers. This way you can shoot several within one leap. On returning to the stage jump to the floating island with the statue and leap back onto the building on the circular paved path. Continue around the path (Anti-Clockwise) and the third Muu Muu is situated to the right (East) on a floating island. Continue around the circular paves path (Anti-Clockwise) until you reach the grey bridge to the right (NorthEast). Cross the grey bridge and then turn left (NorthWest) and cross the brown wooden bridge. At the top of the brown tower is the fourth muu muu. From the tower you can jump straight to the exit (SouthWest).

World 1 - 2

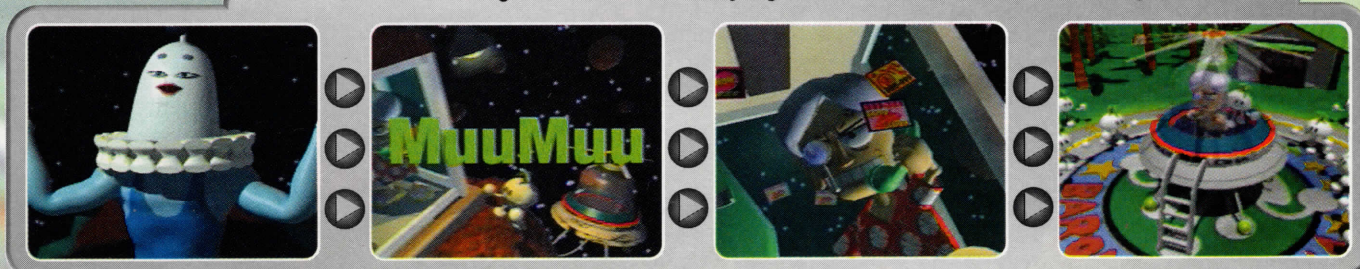
Proceed directly ahead (North) and jump onto the large building at the end of the mainland. Leap onto the floating green island with the blue parasol and then jump onto the spinning turtle to collect the first Muu Muu. Return back to the mainland (South) by the way you came and jump from the building onto the green platform ahead with the fast forward panel. Walk onto the fast forward panel which will catapult you to the second muu muu. Whilst on the island wait for the whale with the third muu muu upon its back. When the whale passes by jump onto it and collect the third Muu Muu. Jump onto the zeppelin and continue to the far side of the mainland (West). Collect the final Muu Muu from the green floating island and then turn right (North) and using the available platforms proceed to the exit platform.



World 1 - 3

Remain on the green platform and keep shooting at the shark using whatever weapons are available. When the shark turns to face you is the only time to worry. Double jump into the air to avoid the sharks charge and then begin shooting again. Repeat this pattern until the boss has been defeated.

The intro to the game is a curious one - plenty of cartoon figures and some annoying music to boot. Just the thing you need!



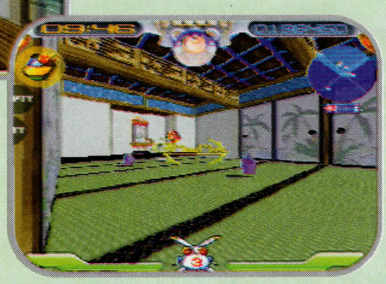
World 2 - 1

Jump down onto this platform to free one of the poor little Muu Muu things.

Proceed forwards (North) over to the paving stones and turn left (NorthWest) just before them. Jump up to the red ladder above and proceed up the one following to reach the platform next to the kite. Jump past the kite (North) to the platform below and then proceed over to the Muu Muu to the right (NorthEast). On collecting the Muu Muu, turn right (SouthEast) and collect the Muu Muu inside the red fence. Turn left (NorthEast) and jump down to the platform below with the third Muu Muu. Once the Muu Muu has been collected turn left (NorthWest) and jump over to collect the final Muu Muu. Jump onto the drum behind the Muu Muu to get catapulted up to the exit platform above.

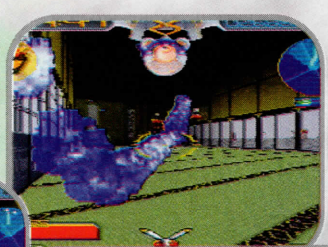
World 2 - 2

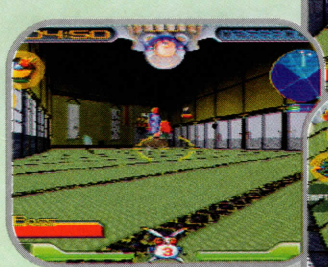
Proceed forwards and turn left (East) to go down the steps. Collect the Muu Muu and then proceed back up the steps (West) continuing up to the top. Turn left (South) at the top and proceed down the steps to the big room. Enter the first door to the left (North) and collect the second Muu Muu. Exit the room and continue onwards (South) jumping into the pool of water at the end of the passage. Proceed down the passage and on entering the whirlpool room go towards the exit on the right. Hug the walls so that the whirlpool doesn't catch you within its grip. Once out of the water proceed up the steps (West) and continue round until reaching a T-Junction. Turn right and continue around the passage until collecting the third Muu Muu. Proceed up the steps (West) and turn right (North) passing over the red bridge to collect the final Muu Muu. The exit is found below the red bridge.



World 2 - 3

The most effective technique to defeat this boss is to jump on its head whilst firing down upon it. Use all the weapons available to kill the boss as quickly as possible. The only danger comes from the spinning fireball which rises up into the air and proves hard to dodge. Avoid this and you shouldn't lose.





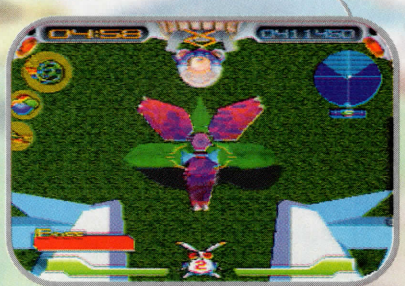
World 3 - 1

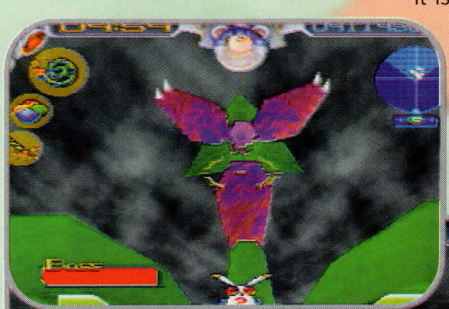
Proceed up to the large tower and turn left (West). Go over the wooden bridge to collect the first Muu Muu from inside the stone circle. Turn right (North) and walk along the rail track to get to the small square tower. Go past the tower and walk along the second rail track (East) to get the second Muu Muu found on top of the circular tower. Return back to the square tower and climb up the small platforms to the right (East). Once up to the large path circling turn right (West) and proceed up. At the end turn left (NorthEast) and jump across to the top of the tower where the third Muu Muu is situated. Jump off the tower towards the crane (NorthEast) to collect the final Muu Muu. Jump back over the crane (SouthWest) towards the exit.

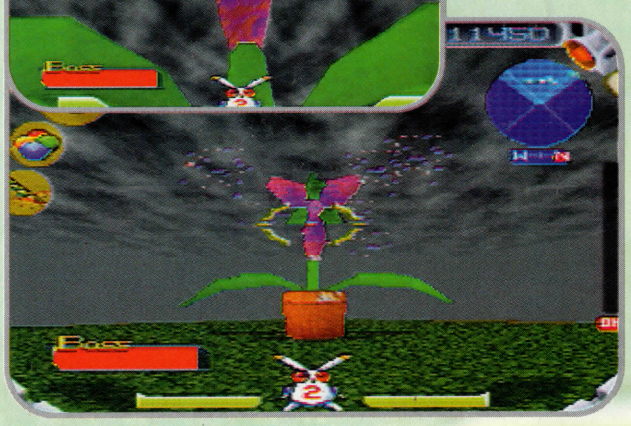
World 3 - 2

Walk onto the water chute and let it catapult you towards the first Muu Muu. Jump off the lily where the Muu Muu was situated and continue forwards (North). Enter the anti-gravity column and go to the left (West) when reaching the top. Jump over to the island with the second Muu Muu (NorthEast) and then leap over to the island with the exit platform (SouthEast). Jump to the platform with the large grey building (SouthWest) and continue across over to the rainbow. Turn left (SouthEast) and jump across to the platform containing a pool of water. Jump up alongside the waterfall and then continue forwards (East) over to the third Muu Muu. Return back to the rainbow and jump over to the platform ahead (NorthWest) with the small grey building. Continue jumping across to collect the final Muu Muu and then return to the exit platform.

World 3 - 3



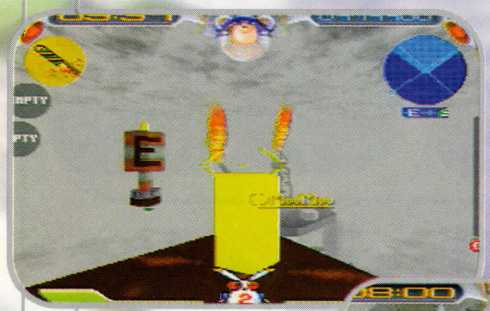




The most effective way to defeat the boss plant is to double jump on it whilst firing down using any weapons available. The only time when you can't jump on it is when it has its mouth closed. It is also important not to let it push you off the edge of the platform.

World 4 - 1

Turn right (West) and jump onto the red buoy and then jump onto the grey platform (SouthWest) to collect the first Muu Muu stuck on the conveyor belt. From the grey platform jump up to the exit platform (South) and then up to the brown platform above (SouthEast) to collect the second Muu Muu. Turn right after collecting the second Muu Muu (West) and continue forwards to collect the third Muu Muu trapped above the fan. From the platform next to the fan turn left (East) and continue forwards until reaching the far side of the island. Jump up the cranes to the left and then leap across to the rotating crane. From the rotating crane jump over to the rig (SouthEast) to collect the fourth Muu Muu. Once the Muu Muu has been collected stand on the catapult on the southern side of the rig. Climb off the fan and turn right (West) and proceed past the bridge to the right. Jump onto the building to the left at the corner of the piece of land and leap up to the platform above. Turn right (North) and proceed to the exit platform.



World 4 - 2

Proceed forward (South) until reaching the conveyor belts. Turn left (East) and take the corridor to the right (South) at the end. Enter the elevator at the end of the corridor. On exiting the elevator collect the Muu Muu at the end of the corridor and then go to the right (East). Follow the corridor to the left (North) and jump over the grills entering the room at the end to collect the second Muu Muu. Exit the room and turn to the right (West) proceeding up the steps to the pool of water. Jump into the pool and enter the hole at the bottom (West). Jump out of the second part of the pool and proceed up the air vent (South). Enter the air vent to the right (West) and follow it to the wind tunnel. Enter the next air vent to the right (North) and collect the third Muu Muu in the passage to the right (East). Turn around (West) and proceed down the corridor entering the elevator at the end. On exiting the elevator continue forwards (North) rescuing the final Muu Muu from the lava room. Exit the lava room and proceed to the left (East) to find the exit platform at the end.

World 4 - 3

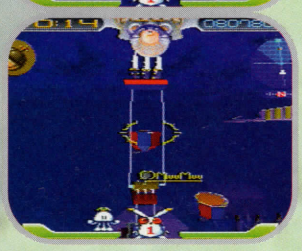
As with the other bosses the best technique to destroy the spider is to both jump and shoot at it. When the spider prepares to pounce stop jumping on it and stand away. When it leaps up to the ceiling stand far away and just shoot at it taking care to avoid anything that may come your way. Once it drops back down repeat the process until it's been destroyed and blows up.

World 5 - 1

Proceed forward (North) using the appropriate platforms to reach the water tower. Jump up to the conveyor belt above and then immediately jump again onto the star shaped platform containing the first Muu Muu. Turn around (North) and jump onto one of the top hats waiting for the flying carpet to pass with the second Muu Muu. Collect the second Muu Muu and then return to the water tower. Turn left (East) and continue to the edge of the land next to the red and blue buggy. Turn right (South) and continue to the end. Turn around (North) and jump onto the brown platform above. Proceed up the steps and stand on the conveyor belt at the end. Once conveyed collect the third Muu Muu and then jump onto the conveyor belt ahead (North). Go to the water tower and jump onto the conveyor belt above (South). Continue on from where the conveyor belt leaves you (West) and collect the Muu Muu found between the two red chequered tunnels. Once collected go to the exit found below (East).

World 5 - 2

Jump onto the cannon ahead and step back onto the square when it appears underneath you. Turn right (East) and head over to sparkly green and white tower. Use the playing card platforms to climb the tower and collect the Muu Muu at the top. Return back to the orange square above the cannon and continue ahead (West) following the purple path. Jump onto the spinning wooden platform and then jump onto the orange platform in front of the



trapeze (West). Jump onto the trapeze to rescue the Muu Muu and then leave via the opposite platform. Turn right (East) and jump along the playing cards and continuing along to the end of the purple platform. Turn right (South) and jump down to the orange platform below to collect the third Muu Muu. Turn right (South) and return back to the cannon to catapult you back to the orange square. Once on the square turn around (North) and proceed across the tight rope on the rocket. Once reaching the platform with the knife turn right (East) and proceed over to the fourth muu muu amongst the spinning knives. Once collected jump down to the exit below (West).

World 5 - 3

These two clowns can be defeated in much the same way as those who preceded them. Jumping on and shooting them is the best technique but it can't be done when they begin to spin around quickly.

World 6 - 1

Proceed forwards (North) and jump off the end of the rail track onto the green hill. Jump onto the rotating platform above to collect the first Muu Muu. Step back down to the track below and wait for the trailer carrying the second Muu Muu. Once the second Muu Muu has been collected return to the green hill and turn around (West) and jump onto the blue tube. Continue forwards whilst climbing the platforms until reaching the yellow tube at the furthest point. Turn right (North) and proceed ahead to collect the third Muu Muu found between the knife and fork. Turn around (South) and travel to the edge of the map onto the white plate. Turn left (East) and continue in this direction until collecting the final Muu Muu. Turn left (NorthWest) and jump down to the circular train track below. Once on the track proceed over to the exit platform.

World 6 - 2

This boss can prove a little tougher than those found previously but the same fighting technique applies. Both jump on and shoot the boss but beware for the tentacles and fire which can both be aimed upwards.

World 6 - 3

The big boss goes through three different stages. The first stage sees him in his normal humanoid shape. Jumping on and shooting his head is the best technique to use but beware of the pink hearts that shoot from his chest. The second stage sees him turn into a small tank which can be treated in much the same way as the previous incarnation. The final stage sees him turn into a spinning blade that causes big explosions. The best technique to use is to double jump above him and fire down but ensure not to land on him as this loses energy.

Extra 1 - 1

Turn around (South) and jump onto the island behind the skyscraper to collect the first Muu Muu. Turn around (North)and proceed forwards climbing onto the water tower. Turn left (West) and jump up to the platform with the second Muu Muu. Turn right (NorthEast) and jump onto the water chute to collect the third Muu Muu and then turn left (NorthWest). Jump over to the circular pyramid to collect the final Muu Muu. Turn left (West) and jump onto the exit platform below.

Extra 1 - 2

Proceed forward (North) and stand on the green mound. Turn right (East) and leap onto the floating turtle. Jump onto the second floating turtle and then leap onto the exit platform. Drop down from the platform (SouthEast) and collect the Muu Muu from the square of wooden posts. Turn left (East) and continue along the bridge jumping onto the platform at the end. Turn around (NorthWest) and jump up to the platform with the second Muu Muu. Turn left (West) and return to the green

mound. Jump onto the fans to reach the platform with the third Muu Muu. Turn right (East) and jump across the bridge to the green platform on the other side. Wait for the whale to pass and leap onto it to collect the second Muu Muu. Once it has been collected jump over to the exit platform.

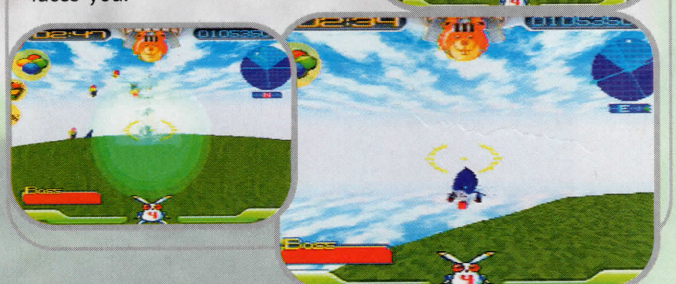
Extra 2 -1

Turn right (East) and jump over the red fence onto the L-shaped platform. Turn left (NorthEast) and collect the first Muu Muu from the platform above. Turn right (South) and continue ahead along the tight rope to collect the second Muu Muu found within a square. Turn right (West) and leap

down to the exit platform. Turn right (NorthWest) and jump up to the platform with the red ladder. Climb up the ladder and walk along the platform to collect the third Muu Muu at the end. Jump up onto the bongo's to reach the green platform. Once on the platform turn right (East) and proceed along the tight rope. Once at the end turn right (South) and leap over to building ahead. Jump over the central building and shoot the back door down to gain access to the final Muu Muu. Leave the building and continue straight ahead (South) to get to the exit platform.

Extra 1 - 3

The return of the shark but this time the platform is smaller and the shark fire rockets from its back. The original technique used on the first shark applies exactly the same for this one. Beware of the charge it makes when it faces you.



Extra 2 - 2

Proceed forward (South) and turn left (East) at the first junction and walk down the steps. Pass through the following room and continue forwards (East) until you enter the room containing the first Muu Muu. Collect the Muu Muu and then exit the room taking the first left (South) up the stairs. Continue to the top of the stairs and jump through the top right (SouthWest) part of the ceiling in the room. In the attic follow the path around down back into the main building. On dropping down from the attic turn right (West) and jump onto the red bridge ahead. Turn right (North) and enter the building shooting open the first door to the right to collect the second Muu Muu. Return back to the bridge and continue across it (South) proceed up the flight of steps to the left (East). Collect the third Muu Muu down the opposite flight of steps and then return up the steps going down the ones to the left. Proceed down the corridor entering the water at the end. Continue down the water passage (East) and take the passage to the left (North) in the whirlpool room. Remain close to the walls so as not to be drawn into the current. Proceed up the passage to the left (North) and on exiting the water walk into the wooden room ahead. Turn right (East) and follow the corridor round to the red bridge. Jump off the right side (East) of the red bridge and collect the final Muu Muu below. Turn around (West) and walk over to the exit platform on the other side.

Extra 2 - 3

The robot boss once again and little has changed from before. Use the original technique discussed for the first encounter to ensure a win.

Extra 3 - 1

Continue forwards (North) using the appropriate platforms until reaching the cart with ride on written on it. Do not stand on the cart but turn right (East) and jump onto the green circular platform. Turn left (North) and jump onto the top of the large tower to collect the first Muu Muu. jump back to the platform with the cart (West) and continue down the path (North). Continue along until a platform to the left (NorthEast) appears with the second Muu Muu upon it. Leap over and retrieve the Muu Muu and then return back to the path (SouthWest). Turn left (South) where the path suddenly drops away and jump across to the platform below where the third Muu Muu can be found. Turn around (North) and leap down to the platform below at ground level. Stand off the platform onto the mainland and turn to the right (NorthEast) and head towards the rail track. Collect the final Muu Muu off the rail cart and then return to the mainland (SouthWest). Turn right (West) and go to the exit platform.

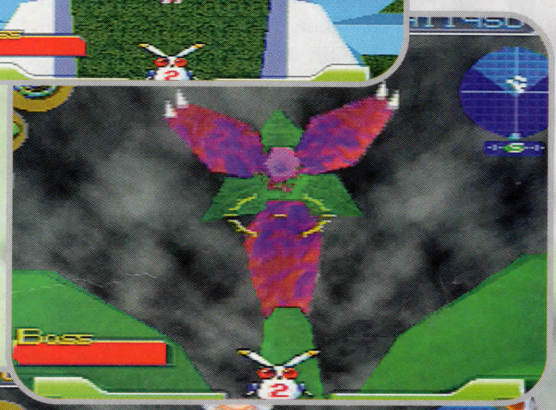
Extra 3 - 2

Head down the water chute (North) and let it catapult you on the exit platform. Continue ahead (North) and collect the first Muu Muu from underneath the anti-grav column. Jump onto the grey building ahead and leap up the anti-grav column balancing in its rings to climb higher. Jump onto the platform to the left (West) and then turn to the right (North). Leap up to the platform above and collect the second Muu Muu. Turn left (SouthWest) and jump onto the rainbow. From the rainbow jump directly ahead to the platform with the third Muu Muu. Once the Muu Muu has been collected turn left (East) and go straight ahead until there are no more grey platforms to jump onto. Turn right (SouthEast) and jump onto the rainbow. Cross over the rainbow and

then turn right (SouthEast) and jump onto the platform at the bottom of the waterfall. Jump onto the small platform above the pool and turn left (North). Jump onto the platform ahead and then turn right (East) and jump over to the platform containing the final Muu Muu. Once the muu muu has been collected turn around (West) and jump back to the platform you last leapt off. Turn right (NorthWest) and jump over to the exit platform.

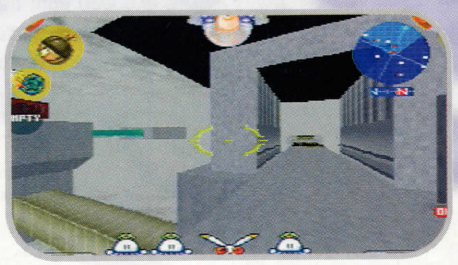
Extra 3 - 3

The boss plant returns but this time with far more aggression. The same technique applies to killing it but beware of its mouth when it starts snapping. Also beware of its habit to try and push you off the platform.



Extra 4 - 1

Use the catapult on the left side of the rig to safely make your way to the mainland. Once on land turn left (SouthWest) and proceed over to the copper boiler with the white X. Jump up to the exit platform above and turn right (North). Continue ahead towards the rig using the fans to keep the height. Once on the rig collect the first Muu Muu and then turn around (East) and return the way you came. Return to the exit platform and turn to the left (North). Jump up the conveyor belt to collect the second Muu Muu and the turn left (West). Jump past the crane onto the cargo containers and then turn to the right (North). Continue forwards to collect the third Muu Muu on the brown platform. Turn left (NorthWest) and leap off the platform down to the final Muu Muu down below. Once collected turn around (South) and jump down to the small grey platform below. Turn left (SouthEast) and jump onto the brown platform surrounded by the four red lights. Turn right (South) and make your way up the green platforms up to the crane above. Once on the crane turn left (East) and jump onto the large green platform. Turn right (South) and jump down to the exit platform below.



Extra 4 - 2

From the start position proceed straight ahead to the room with the big head. Turn right (West) and continue down the conveyor belt to the first passageway to the right (North). Walk down the passageway and collect the first Muu Muu at the end. Exit the room and go straight ahead (South) over the conveyor belts. Keep going straight ahead until the first elevator is entered. On exiting the elevator follow the corridor around entering the air vent to the right (South). Once through the air vent turn left (East) and enter the second air vent close to the giant fan. Once through the second air vent turn left (North) and proceed down the third air vent. At the bottom of the vent collect the muu muu on the brown platform and then jump into the water. Once at the bottom of the pool turn right (East) and follow the passage to the second pool. Walk up the pole and jump onto the grey platform to the left. Turn right (East) and leap out of the pool onto the fourth air vent. Proceed down the corridor and take the first corridor to the right (South). Jump over the grills and at the junction turn left (East). Shoot open the door and collect the Muu Muu from behind. Turn around (West) and continue down the corridor turning left at the junction and entering the elevator. On exiting the elevator proceed straight down the corridor (North) jumping over the grills. At the junction turn right (East) and then take the next right jumping up into the raised room to collect the final Muu Muu. Once collected turn around (North) and proceed directly ahead to the exit platform.

Extra 4 - 3

The spider returns again and hasn't learnt anything from the previous encounter. Jump and shoot on its back until it prepares to pounce and then step away and shoot it on the ceiling.

Extra 5 - 1

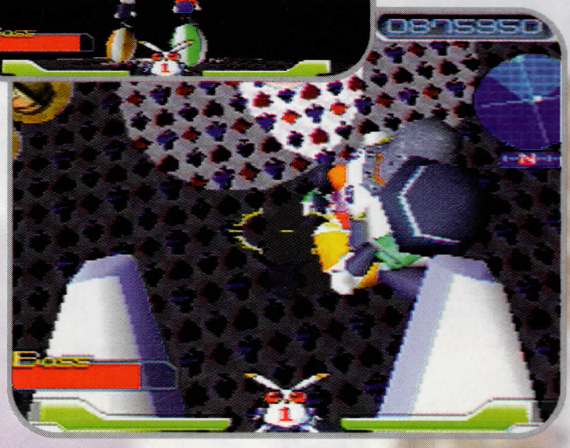
Proceed directly ahead (North) through the tunnel and continue using the ship as a platform towards the tower containing water. Jump into the water surrounding the tower just left of where the water enters. Once in the water face towards the tower and enter underneath through the gap to collect the Muu Muu. Return back to the top of the tower and turn right (South) and jump onto the conveyor belt situated just below the star shaped platform.

Immediately jump off the platform and leap onto the star shaped platform above to collect the second Muu Muu. Turn left (East) and

jump to the end of the conveyor belt. Turn left (NorthEast) and jump down to the green platform encircled by the conveyor belt. Collect the third Muu Muu and then turn left (South) and jump onto the clear green platform. Let the platform turn you to the right (West) and then jump onto the conveyor belt ahead. At the end of the conveyor belt turn right (NorthWest) and jump onto the green and white stall. Turn right (North) and jump to the brown platform close to the edge of the landscape. Turn left (West) and use the conveyor belt. On the second jump step back a bit to collect the final Muu Muu. Turn left (North) and head towards the exit platform.

Extra 5 - 3

The clowns return and the technique to destroy them is exactly the same as before. Keep combining the jump and shoot until they begin to spin around violently.

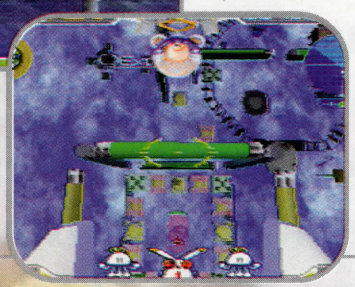


Extra 5 - 2

Go straight ahead and enter the cannon. The cannon will shoot you to yet another cannon and you will be sent rising up to the square platform above. Once on the square platform turn right (East) and jump onto the spinning wooden beam. Make your way onto the second beam and jump off it onto the purple platform to the right (South). Proceed along the platform jumping over the playing cards until it turns to the right. At this point turn to the left (SouthEast) and jump up to the orange part of the green and white tower to collect the first Muu Muu. Turn left (West) and jump over to the hand rippling the cards. Continue along the waving cards and at the end turn right (NorthWest) and jump onto the orange platform. Turn right (North) and jump onto the trapeze. Continue forwards and collect the second Muu Muu off the second trapeze. Jump off the trapeze onto the orange platform ahead and then leap onto the spinning cards. Facing outwards, jump off the cards when the third Muu Muu comes into view in the centre of the spinning knives (NorthEast). Once the third muu muu has been collected turn right (East) and jump onto the purple platform. Continue to head forwards (East) using the appropriate platforms until you reach the end of the purple platform. Turn right (SouthEast) and jump down to collect the final muu muu on the platform below. Once collected turn right (South) and jump onto the horn and then turn right again (West). Jump up to the orange platform above with the assistance of the horn and then turn left (SouthWest). Head towards the exit platform using the appropriate platforms.

Extra 6 - 1

Proceed directly ahead (North) and jump off the train track onto the green hill. Proceed over the hill and jump onto the exit platform. Once on the exit platform turn to face the muu muu to the left (NorthWest) and proceed towards it to collect it. On collecting the first Muu Muu turn right (North) and leap onto the block candle. The second Muu Muu should then be visible ahead in the plate underneath the giant spoon. Once the second Muu Muu is collected turn right (East) and continue in that direction using whatever platforms are available. Once the cube of fluorescent lights has been reached turn to the right once again (South) and continue in that direction once again using any platforms available. The third Muu Muu can be found in the South East corner of the map on a plate inside a square of fluorescent tubes. Once the Muu Muu is collected turn around 180 degrees (North) and head back in the direction you came. Go past the column of stars and leap onto the first green fluorescent tube to the left (NorthWest). Once on the tube turn left (West) and leap onto what looks like a blue upside down top hat. Continue straight ahead using suitable platforms until you reach a horizontal blue fluorescent light. Once on this turn left (SouthWest) and leap over to the Muu Muu that's bouncing up and down inside a column of stars. Once the Muu Muu is collected return in the direction you came (NorthEast) and jump down to the circular train track below. Once on the track proceed right along the track and go towards the exit platform.

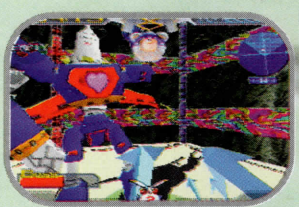


Extra 6 - 2

The octopus returns but is now within his own element - underwater. The same technique as before applies with there being little to worry about, except the tentacles which punch upwards.

Extra 6 - 3

The big boss returns for the final battle with only one new trick up his sleeve. During the humanoid stage the Captain now flies making it very difficult to jump upon his head. Remaining on the floor is not advisable because you become an easy target so its essential to get back up into the air.



Bust-a-Move 2

Publisher: Acclaim
Telephone: 0171 344 5000
Players: Two
Price: £44.95
Released: Out now
Game Type: Puzzler

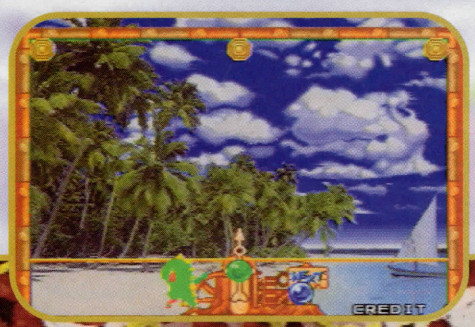
It's classic arcade puzzling all the way with two of the great arcade heroes of yesteryear. Bub and Bob starred in such cutesy classics as *Bubble Bobble*, *Rainbow Islands* and *Parasol Stars* and now they're back in this natty arcade puzzler. With the help of PLAYSTATION SOLUTIONS you can guide Bub and Bob to another famous victory in their battle against all things drab!

General hints

The basics of *BAM2* are easy enough to grasp. The famous Bub and Bob appear at the bottom of the screen, each armed with a catapult. Above them are loads of coloured bubbles which Bub and Bob must get rid of by getting three or more like colours next to one another. However if you've bought the game the chances are you already know that , right? If you ever played the original you'll notice a few additions. Invulnerable stone blocks, solid bubbles which can only be destroyed by dropping them and the added bonus of the special weapons. Get the bowling ball and it can be rolled up the screen to destroy all obstacles in its path and the gem which will destroy all bubbles on screen corresponding to the colour of the one it hits.

Get the point

Each bubble popped gains you ten points but additional bonuses are on offer for dropping more bubbles. The table opposite tells you how many points can be amassed for dropping up to 16 bubbles at a time...



Bub and Bob are back in yet another colourful and fiendishly addictive arcade bash.

Dropped Bubbles	Pts
1	20
2	40
3	80
4	160
5	320
6	640
7	1280
8	2560

Dropped Bubbles	Pts
9	5120
10	10240
11	20480
12	41960
13	81920
14	163840
15	327680
16	655360

More points still can be gained the faster you complete the level!

Tricks of the trade

Here are a few cheats and codes to get your teeth into which should make things a bit more interesting.

Another World

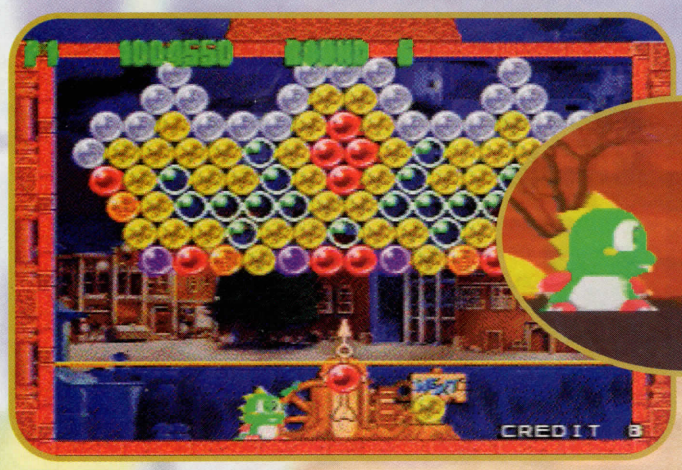
When the title screen appears press R1, UP, L2, DOWN. A wizard should then appear to the bottom right of the screen to indicate the cheat has been accepted. Now go to the game game options screen and a new option called 'Another World' will have appeared. This gives you an extra 27 levels to play, similar to but more challenging than the standard ones.

Give us some credit

On the options screen press in sequence LEFT, RIGHT, R1, R2, L2, L1, UP and DOWN. Now highlight 'credits' and press X as quickly as possible which, if you've done it right, will allow you to boost your number of credits up to 29.

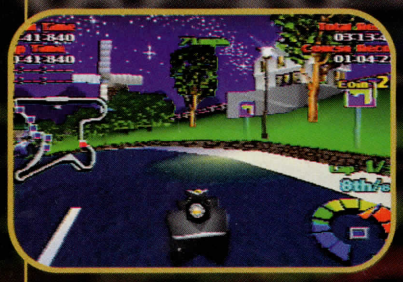
Character building

To select new characters to play choose the puzzle game and then on the map screen enter the code RIGHT, RIGHT, UP, DOWN then all the shoulder buttons simultaneously. Get it right and you'll be transported to a nifty new character select screen where you can choose who you want to play as normal.



Motor Grand

Publisher: Sony
Telephone: 0171 447 1600
Players: One
Price: £44.99
Released: Last qtr '96
Game Type: Racer



The craziest, kookiest (whatever the heck that means) racer on the PlayStation and illustrious follow up to the not-so-illustrious *Motor Toon Grand Prix* is hacked and cracked for your pleasure. All the secrets, all the tracks. Go go Motor Toons, as they say...

The Icons

Power-up

Each time you select the power-up the performance of your vehicle is boosted slightly. This lasts for the rest of the race.

Fireball

The fireball can be used for blowing other drivers out of the way. However you have to be pretty close and lined up to score a hit.

Bomb

Bombs are dropped behind you for other cars to hit. However the can also be useful spring-boards for leaping obstacles and they're great for pulling stunts if you get bored.

Big bigger biggest

Makes your car bigger. What more can we say?

Tiny tiny tiny

Shrinks your car to the size of a little baby.

32t Weight

Drops a 32 ton weight on the car immediately ahead of you slowing them down somewhat, would you believe?

Turbo

Gives you a speed boost equivalent to hitting one of the booster pads on the track.

Homing Missile

Can be fired from reasonably long range to take out leading cars. If you don't like riding the missile to its target this can be turned off in the main options.

Wonder Clock

Slows down time (and all the other racers) giving you extra seconds to catch up.

Jump

Can you guess? Gives access to shortcuts if you can find 'em.

Oil Can

This Dick Dastardly favourite will have your opponents sliding all over the road.

Stealth Field

Renders you invisible to the other drivers.

Crazy Mushroom

Works in a similar way to the fireball for blasting opponents in the back. Don't ask us why!

Toon Prix 2

The princess' carriage glides through the star-kissed night. Aah...

The Penguin Bothers have taken that one a bit wide!

Get dem extras 4 free

Hold down all the shoulder buttons when selecting the options screen for even more options.

Each time you win the championship you'll receive various bonuses to keep you playing. However if you're too busy, too lazy or just too damn crap to get 'em, here's a cunning little cheat for you...

If you go to the goodies screen from the main menu then hold down one of the shoulder buttons and press select you'll see a number appear at the bottom left of the screen. Numbers appear as follows — L1=4, L2=8, R1=1 and R2=2. Additional numbers can be gained by pressing more than one shoulder button. For example five can be obtained by holding L1 and R1 (4+1) while you press select. Letters can also be gained with multiple buttons being held down. L2=R2=a, R1+R2+L1=b, L1+L2=c, L1+L2+R1=d, L1+L2+R2=e, L1+L2+R1+R2=e.

Extra Characters: 4e43

Gives you three nutty new characters to play with. Vanity is a rough, tough motorcycle babe who'd send most blokes running for cover. Billy the Tough's clearly got a few screws loose as he's entered the high speed tournament in a train(!?) and Ching Tong Shang, well, put it this way — he wouldn't look uncomfortable with a dog named Mutley at his side!

Extra Tracks: 4154

Five new tracks become available for you to use. Snow Village, Night Island, Gulliver Night, Heavenly Castle and our favourite — the stomach churning Galaxy Coaster — not to be tackled on a full belly!

Tank Combat: 5443

Get ready for a Toon version of the ancient Atari arcade classic *Battlezone*. Strange but true.

Submarine X: 5358

The old pen 'n paper game Battleships is brought to life in this play-against-the-computer test of random square selection skills.

Motor Toon R: 4631

Drive time attacks on a special version of the Toon Island course with a choice of F1 or Daytona-style Nascar motor.

The Tracks

Course 1
Toon Village

A nice starting point this. The course has odd tightish corners enabling you to practice sliding with plenty of opportunity to pick up serious speed. The start/finish straight in particular is the fastest point of any track in the game.

Turn 1

A fairly shallow right hander. However, some of the less grippy cars will still need to dab the brakes a little half way round to avoid driving into the wall

Turn 2

Drift out to the left then cut in and brake through this deceptive left hander. Try to take it wide in order hit the speed booster on the right hand side of the road just after you exit the bend.

Turn 3

This one begins slowly before the sharp section suddenly creeps up on you. Steer late into the shallow part then brake and try to stay fairly central through the bend. There's a wooden bridge with end supports which you'll hit if you try to take it too wide. Two speed boosters appear directly over the bridge so use them but if needs be brake and drift to the left lane as another booster is just around the corner.

Turn 4

A real hairpin. Brake early and cut across from the left lane. Apply counter steer as you exit and drift to the right for a speed boost.

Turn 5

Drift right then brake early and slide into the first part of this elongated chicane. Allow the car to oversteer slightly to get the coin and this also leaves you in the right place to start braking for the sharp right-hander which follows.

steer hard right as soon as you hit it. It's also possible to drop of the bridge if you're not careful so watch it.

Turn 6

This long hard left-hander is a tricky one with perfect timing on the brakes required. If you don't get a perfect line forget the speed boost as it'll just put you into the wall. Otherwise

Course 2
Toon Island II

Some nastier bends here but still nothing too taxing for the mighty Toons. Your sliding ability will however be tested.

Turn 1

The long first bend is easy enough from the start because you probably won't be going fast enough to make it difficult. However on subsequent laps dab the brakes if need be or you could end up riding up the bank.

Turn 2

An easy chicane once you know how which can leave the best of drivers in trouble if they don't give it the respect it deserves. Swing in hard in the left lane then cut through the apex and straighten up.

Turn 3

A sharp corner which takes you back on yourself. Hard early braking and a controlled slide is the way to do it.

Turn 4

The corner itself isn't too difficult but if you want to get the two coins on the left you'll have to brake hard and lose some time.

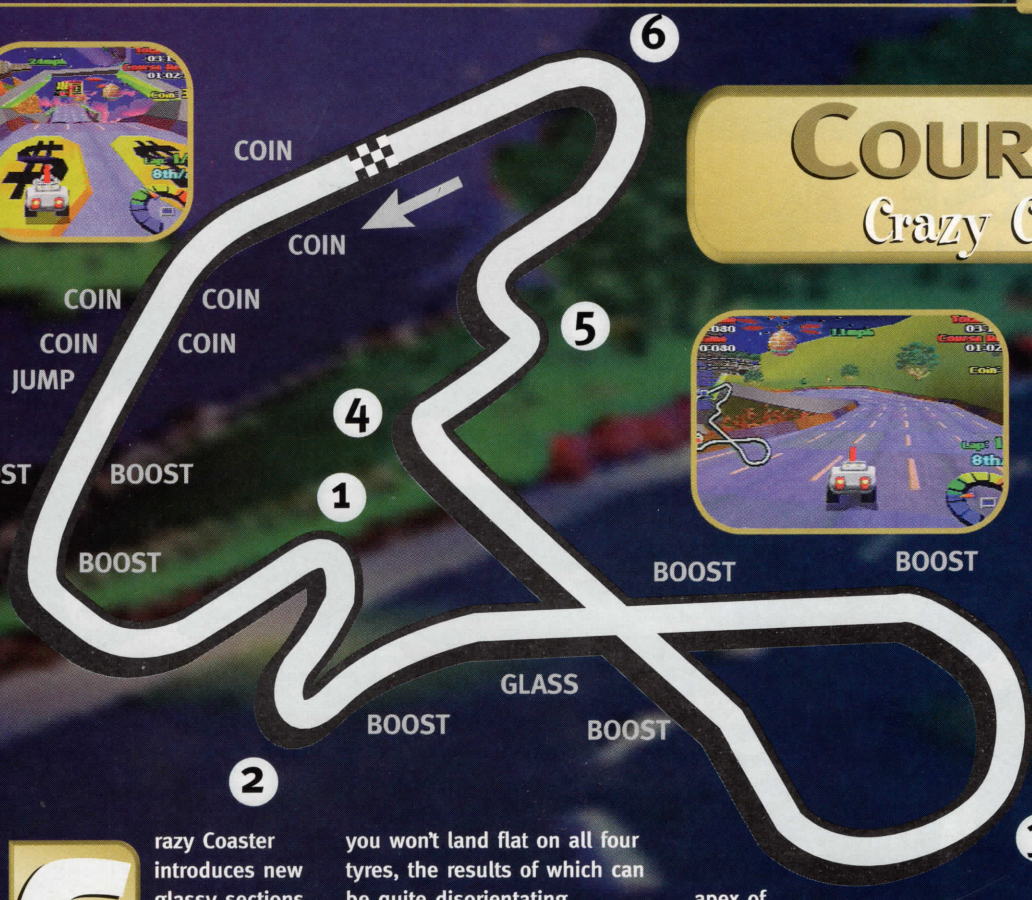
Turn 5

Another bend almost identical to turn three. The secret's in the slide.

Turn 6

A chicane with a rather nasty cliff in the way. Dab the brakes as you go through the first bend and do so agin to avoid the fence opposite. Hitting hit too hard can see you off down the mountain side but being too heavy on the brakes loses a lot of time on what can be a reasonably fast part of the track. Once through you're home and dry.

COURSE 3
Crazy Coaster



Crazy Coaster introduces new glassy sections which give the Toonmobiles no grip at all but they do make for a spectacular view...

Jump

Try to line yourself up straight and hit one of the two speed boosts. Don't touch the steering when in the air unless your heading for oblivion or you won't land flat on all four tyres, the results of which can be quite disorientating.

Turn 1

Brake before you reach the bend and steer into a hard slide to swing the car round almost 180° then centralise the pad and apply power to accelerate away.

Turn 2

Hard brake and left after you appear to have passed the apex of the bend or you'll hit the inside barrier then accelerate away in the direction of the booster.

The glass section

Be very careful here when making steering adjustments as the vehicles become very unpredictable, especially at low speeds. Try to go for the speed boosters — if you miss them you've no choice but to climb the gradients at a snails pace. Just tap the pad to make direction changes or you'll get a wall bad in the face, mate!

Turn 3

Assuming you hit the speed booster keep steering left through the coaster, briefly releasing the button if you seem to be heading for the left hand barrier.

Turn 4

Should be approached in the same way as turn one.

Turn 5

As soon as you hit the speed boost in the second glass section whack the pad to the right and keep it there to avoid the walls.

Turn 6

Turn six is a long left hander which requires a little braking before swinging into the start/finish straight in the tunnel.

That big right-hander looked so tortuous we decided to pull in for a break.

COURSE 4
Gulliver House II

Turn 1

A 90° right hander with the main problem being the tight opposite wall. Be prepared to slow down quite a bit.

Turn 2

You can go either way round the fruit bowl. There are two coins on each side so if you're feeling confident you can go all the way around and get all four or just peg it through.

Turn 3

This infuriatingly long bend needs to be taken slowly as it seems to keep going for an eternity. Dab the brakes quickly to minimise speed loss.

Turn 4

The roulette table. Cut across the table and don't worry about the ball. It doesn't in fact make any difference if you hit it as you pass straight through it.

Turn 5

Hard brake and turn about two cars length before you actually reach the end of the left hand wall to slide round this extremely tricky 90° left-hander.

Turn 6

Put the car into a slide just before you reach the spinning lamp and apply the gas once it's gone through a full 180°. Alternatively, if you have the jump icon, you can skip over the low bit of wall just before the lamp to cut the corner off but practice is needed.

Turn 7

Not so much a turn as a series of lefts and rights which only practice will enable you to negotiate cleanly. Accelerate, slide through and accelerate out of one and into the next before hitting the home straight.

COURSE 5
Haunted Castle

Turn 1

Tap the brakes as you swing through the first windy chicane and look out for the coins just beyond the brick walls. You'll need 'em.

Turn 2

The speed boost a few yards before turn two rockets you in very fast so brake hard and slide through. If you leave the braking too late you'll end up in the wall.

Turn 3

Turn three comes up almost immediately after turn two and isn't particularly tight. The problem is there are no barriers and a long drop on either side. Take it slow until you're confident of the exact line and make sure you're straight into the tunnel as lava runs either side of the track.

Turn 4

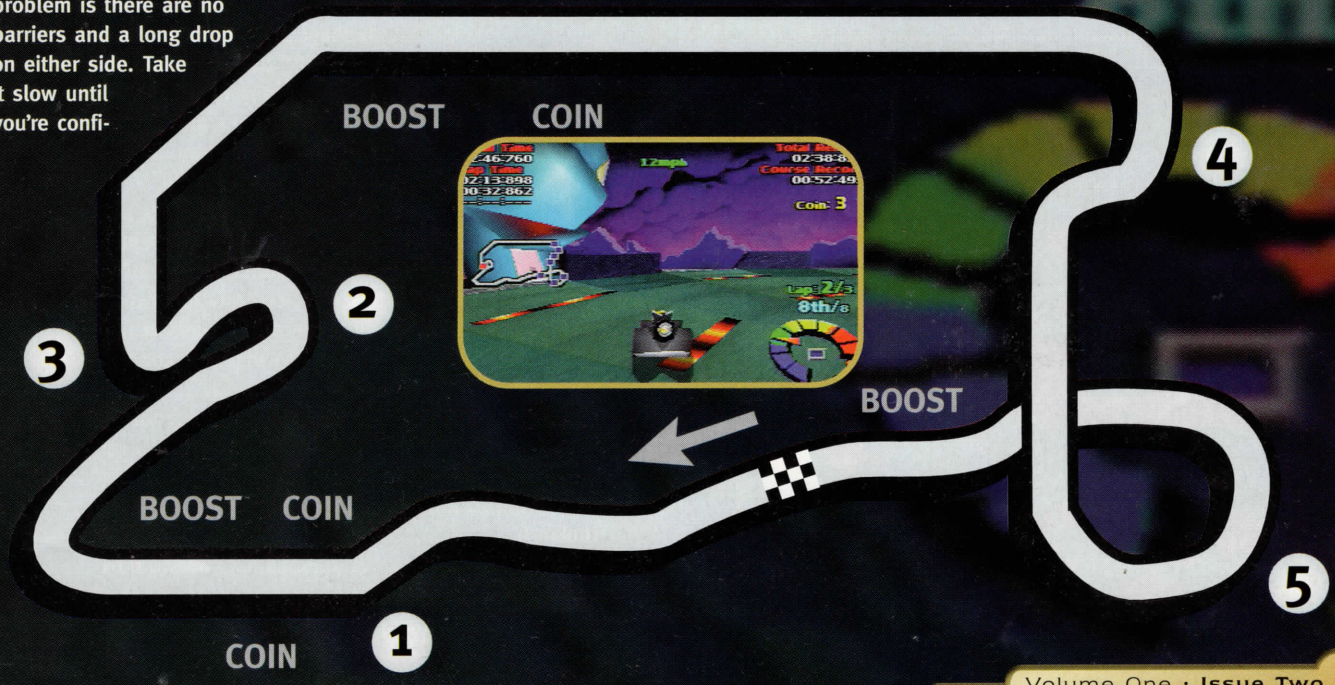
Not actually one but three quickfire 90° bends. Keep an eye on the red carpet to see where they're coming up and slide early into each.

Turn 5

A long, long left-hander. The fastest way through it is to stay tight to the inside wall. It's better though to follow the red carpet and grab the coin about halfway round.

Death rode over the horizon on the back of a giant dragon and honestly officer, I was so surprised I went straight into the barrier!

The red carpet is rolled out. Pity – we'd have preferred a barrel.



Bonus Tracks

The bonus tracks are actually run with the same course layouts only in reverse and with different backdrops. They are as follows.

Course 6: Snow Village
Course 7: Night Island
Course 8: Galaxy Coaster
Course 9: Gulliver Night
Course 10: Heavenly Castle

The Racing Toons

Captain Rock

The Cap'n has the coolest car and the grooviest goggles but using him successfully takes time and practice. The car has a good top speed and full advantage has to be taken of this if you're to stand any chance. The problem is acceleration, or lack of it. Despite the sleek exterior this thing picks up speed at a rate equivelant to that of an asthmatic hedgehog (just ask new PS screenshot man David Ireland about that). Therefore any collisions will cost you dear. Once you get up to speed it's important to keep it going. Sliding into corners using the brakes, though preferable to hitting the walls, also costs valuable. Choosing the correct line through bends is the only way. Hairpins need to be taken wide. Pull out to the outside of the track then cut in across the apex. This gives you the widest possible turning radius but if you find yourself drifting towards the barrier you'll have to hit the brakes.

Handling	2
Top Speed	189mph
Reverse Speed	47mph
Brake	10
Speed	4
100km/h	3.27
200km/h	6.26
Max	13.09
Acceleration	3

Princess Jean

The perky Princess' carriage doesn't look like much of a shifter but there's plenty under the bonnet to keep her in contention. The top speed isn't as high as some of the other cars but this is counteracted by reasonably good handling. Apart from some of the real tight hairpins she can take most corners at full speed. Even so the lack of oomph means good use must be made of bonuses. Take advantage of the the car's manouvreability to run over as many coins as possible. You'll need all the help you can get to finish ahead of the pack.

Handling	3
Top Speed	176mph
Reverse Speed	39mph
Brake	10.5
Speed	7
100km/h	3.20
200km/h	6.31
Max	12.12
Acceleration	2

Bolbox

Not for the easily antagonised, the robotic Bolbox and his tank-like transportation are a tricky combination to master. Top speed could be better and it accelerates like a tank. Combine this with the fact it handles like an elephant and you're on the way to realising this ain't going to win the novice many races. On the courses with jumps it's all too easy to go into bends slightly off line and and up flying off the track, losing several seconds in the process. One error can often mean race over unless you're extremely lucky with the bounses you're given. To be successful with Bolbox you need to know every bend before you reach it and pray nobdy's laid loads of nasty mines along the racing line or you can kiss that title goodbye!

Handling	3
Top Speed	182mph
Reverse Speed	45mph
Brake	10.5
Speed	5
100km/h	3.19
200km/h	6.61
Max	15.18
Acceleration	7

Penguin Brothers

Opinion on the Caponesque sea birds is divided around the office . A certain member of the team (who shall remain nameless) reckons they're the best due to the high level of slidability but this is a technique you must fully master before you can use it to full advantage. Good speed allied to decent acceleration.

Handling	2
Top Speed	194
Reverse Speed	37
Brake	11
Speed	3
100km/h	3.20
200km/h	6.44
Max	13.62
Acceleration	6

Raptor & Raptor

Despite their names these two look nothing like the razor-toother horrors made famous by *Jurassic Park*. Raptor & Raptor are a pair of nutty aliens who've decided to enter the Toon Grand Prx championship in their spaceship no less. This might seem a little bit unfair on the other competitors considering the fact it's equipped with jet engines, and it is. Top speed isn't anything to write home about but acceleration is awesome. This means collisions aren't much of a hinderance as you can get back up to speed in no time. The handling takes time to master as it tends to oversteer very easily. Gentle taps are required rather than hard steering.

The Raptors' craft has the unusual distinction of being faster in reverse than forwards which might sound pretty useless but it actually gives it even more of an advantage. If you spin it round and hold down the reverse view button you'll find the controls respond as normal. Therefore, if you can get the hang of the awkward fingering you'll be almost unbeatable!

Handling	7
Top Speed	169
Reverse Speed	187
Brake	4.5
Speed	8
100km/h	1.00
200km/h	2.20
Max	5.67
Acceleration	1

Vanity

Penelope Pitstop seems to have changed her name and traded the old jalopy for a spanking new Harley. However it'll be some time before the local Hell's Angels have anything to worry about. She's extremely tough to get to grips with. Handling seems to vary between the over-responsive and not at all. Constant use of the slide is required to get round corners but it's important to apply power again quickly about halfway through or you'll just spin the thing out of control. The PlayStation Solutions concensus is that generally the in-car view is the easiest to drive with as it creates a better feel for cornering. However the bike is way trickier. The whole screen tilts as if you were actually the rider which can make things confusing, not to mention vomit inducing with things whizzing by all round. All in all the bike is the most unique machine in the game and needs a technique all of its own.

Vanity

Handling	6
Top Speed	211
Reverse Speed	64
Brake	5.5
Speed	1
100km/h	3.17
200km/h	6.41
Max	17.53
Acceleration	5

Billy the Tough

A train might not seem the most effective of racing vehicles but Billy the Tough is one of the most useful characters in the game. Good top speed and deceptively rapid acceleration make up for a lack of handling. The problem is, as you can imagine, it's rather difficult to slide a train around some of those tight corners. This means pranging the barrier on some of the tighter turns is more or less unavoidable. You can brake hard to slow right down as you approach but quite honestly it probably costs less time to actually skim the barrier as you go through than slowing down to a near stop which you'll have to do anyway.

Handling	2
Top Speed	182
Reverse Speed	54
Brake	20.5
Speed	6
100km/h	4.75
200km/h	7.85
Max	11.75
Acceleration	8

Ching Tong Shang

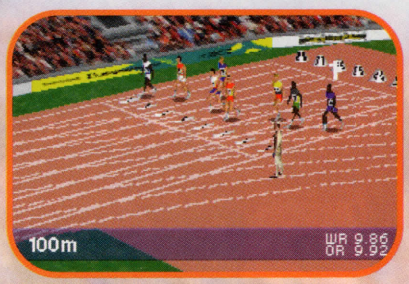
Ching's car looks real mean and certainly shifts when it gets up to speed but poor braking means you have to slow down early into bends. Learning the courses is therefore imperative. This makes it feel 'sticky' when trying to slide and the surprisingly slow rate of acceleration doesn't help either. There's not much margin for error and a few mistakes can leave you a long way adrift of the other drivers. There's plenty of potential for good lap times if you can get the hang of it so persevere though the later tracks are a real handful.

Handling	5
Top Speed	210
Reverse Speed	64
Brake	5
Speed	2
100km/h	3.14
200km/h	6.41
Max	14.11
Acceleration	4

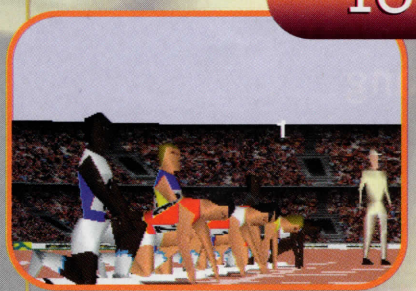
Olympic

Publisher: US Gold
Telephone: 0121 625 3366
Players: 4
Price: £39.99
Released: Now
Game Type: Sports Sim

After last month's crucial guide to Konami's *International Track & Field* we now present the even crucialer PlayStation Solutions training prog for US Gold's official license.



100m sprint



Nothing but a frenzy of button-bashing, the 100 metre sprint is best suited for those who don't mind cheating — by this, I mean those who've no qualms about using the thumb-under-the-shirt cheat. Purists who like to play the game as it was intended (tapping alternatively on the two run buttons with two index fingers) will struggle to get past the qualifying stages, let alone challenge for the gold medal and the world record. A good start is an important key to success, so listen for the starters pistol and let rip on those buttons as soon as you hear it. Other than this, this event comes down to who's got the fastest fingers.

Discus

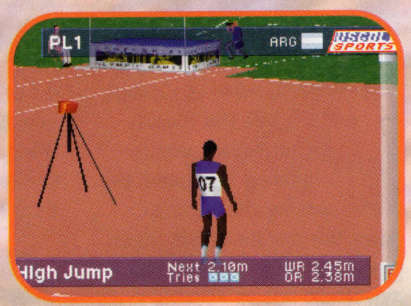
The discus, like all the throwing events, is split into two parts; building up speed and the throw itself. Speed is built up, as usual, by simply tapping away on the run buttons. The throw, however, is slightly trickier. Under the red speed bar is a green bar with a yellow patch in the middle. This yellow patch represents the direction of the throw, with the red bar in the centre indicating a straight throw. It's important to get each throw as straight as possible. After building up speed, a little green block moves along the green bar and players must stop it as close to the red bar as possible. Then, hold down the throw button until you get to an angle of about 40°.

The high jump was always a personal favourite at school. Watching, not competing mind you. Mmm, girl's sports day…

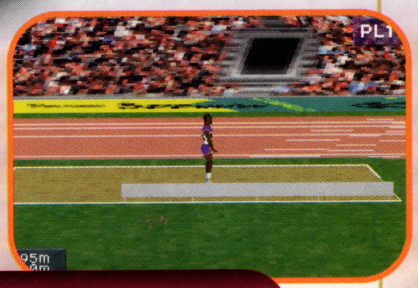
I was always terminally crap at the javelin. I threw it all right but it would never stick in!

Games

High Jump



By building up speed (the red bar at the side of the screen) and then pressing the jump button when the blue bar rises up level with it, players shouldn't find anything below 2.40 metres difficult. Anything higher than this and players must first make sure they get a real fast run-up and then make sure they stop the blue bar dead-level with the red one — only a perfect jump will succeed.



Long Jump

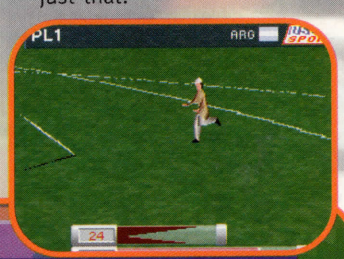
The key to success on the long jump lies in the run-up, the take-off and the angle. As much speed as possible should be built up during the run-up, followed by a take-off as close to the board as possible. The static red bar at the bottom of the screen represents the board, whilst the one that skims along the bottom represents the player approaching. Take-off when the bars as close to each other as possible. As for the angle of jump, anywhere between 35 and 45 degrees should result in a decent leap, but for the best result, 35° is what you want to aim for.

Pole Vault

As with the high jump, the pole vault requires a fast run-up, which is then followed up by planting the pole. This is done by stopping the white bar half way through its descent. Next, the grey bar starts to fall and should be stopped at exactly the same point. Each of these three steps are essential to a successful vault.

Javelin

A 45° angle of throw and an extremely fast run-up can reward players with a magnificent hurl of over 100 metres. If everyone's getting good throws though and you need just a few extra inches, then, by watching the red bar at the bottom of the screen and throwing as close to this as possible, you can just that.



Swimming offers a delightful recreational pastime except there's no petting, bombing or in fact anything enjoyable allowed. Gumph!

400 metre

The 400 metre race is unlike all the other track and field events in that bashing away on the buttons is not the best way to succeed. Players have stamina bars which go down in tune with how fast players run. When this stamina bar runs out, the player will run out of steam and slow down to a crawl. It's important therefore, to pace yourself. Start off nice and easy, finding a steady rhythm that keeps you just behind the other athletes. Then, when you get to the start of the second bend, you should have enough left in reserve to ease up a gear and scream past all the others to take the finishing tape.

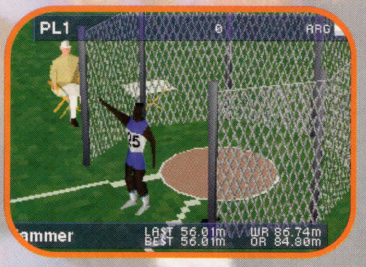
Triple jumping involves jumping three times in a row. Hence the name.

Triple Jump

The triple jump plays a lot like the long jump, but there's no angle of jump and there's three steps (hop, skip and jump) instead of just the one. When the red bar comes across the bottom of the screen, press the jump button as close to the static red line as possible. Then, when the bar comes zipping across the screen again, press the jump button again and follow this up for the third jump. The run-up and the timing of each of the jumps is the key to success on this event.

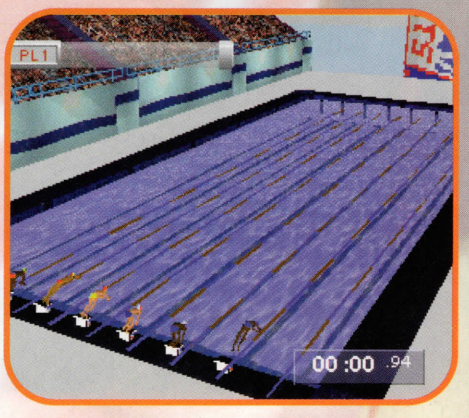
Hammer

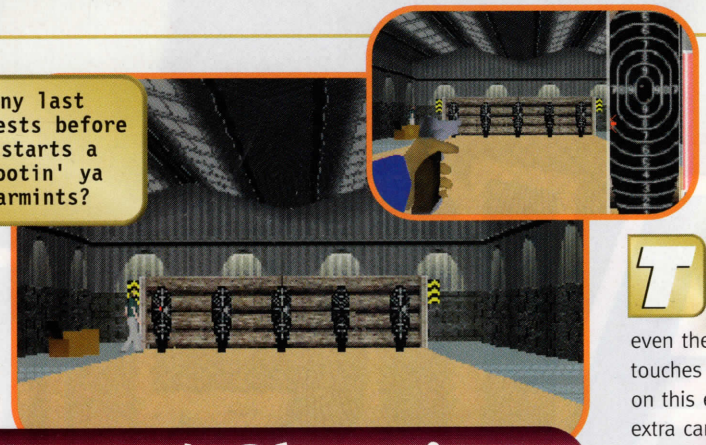
The hammer is played just like the discus, with players simply building up speed and then releasing the hammer down the middle of the track at the optimum angle. Okay, so maybe it's not as easy as it sounds. The trick on this event is to make sure you throw the hammer as close to the middle as possible. This entails hitting the red dash in the middle of the bottom bar. This requires a lot of skill, but with practice it shouldn't be too hard. As for the optimum angle, about 45° should ensure maximum length from each throw.



100m Freestyle

The 100 metre freestyle is like the 400 metre race in that each character has a stamina bar as well as a speed one. This stamina bar goes down in line with how fast players are swimming — the faster they go, the faster the bar goes down. Unlike the 400 metres though, players don't have to pace themselves in this event. Diving in and going as fast as possible, players should be able to get to the end of the first lap a metre, or so ahead of everyone else, now ease of the gas, let the stamina bar build up again and then swim like mad once more. This is good enough for first place and a new world record almost every time.





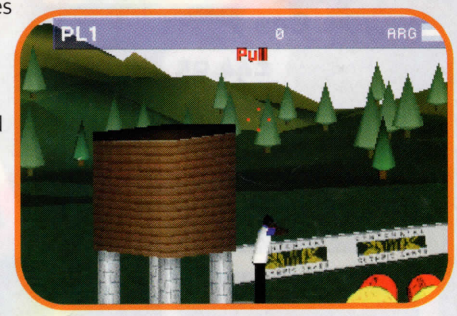
Speed Shooting

This event is all about skilful reflexes and timing. After taking a shot, the aiming cursor will randomly jump to a point around the target area (a result of the recoil). Once this has happened, it's important to move the cursor back to the middle of the screen before the targets change. If you don't, you'll find you won't have time to aim properly and will lose valuable points.

It's lucky he remembered his trousers or we'd have had an eyeful!

Skeet

The cursor flies across the screen with even the slightest of touches of the joypad on this event, so be extra careful when positioning the cursor. After each shot, the cursor remains where you left it, so try to move it back to the middle before the next round of clay pigeons are released.



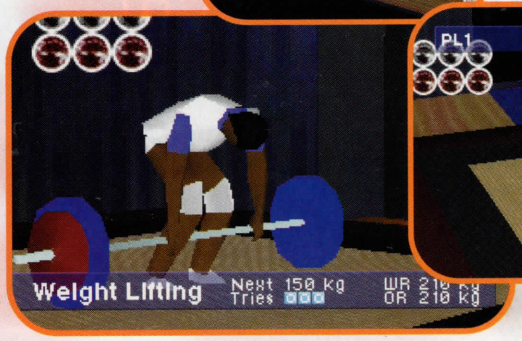
Fencing

Initially one of the hardest events to master, the fencing is, actually, relatively easy. Simply pull back on the joypad to defend your opponents advances and then push up and square to launch an assault your opposition will find hard to parry. Although, by no means guaranteeing victory, this is the best way of winning we could come find.

Rumour has it clay pigeons are shortly to be employed in Trafalger Square to counter the current wave of bird thieving.

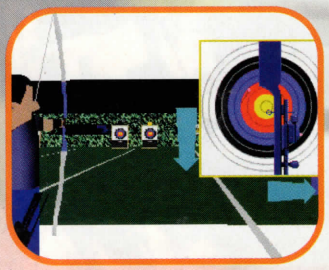
Weight-lifting

The weight-lifting is split into three different sections; the lift, the jerk and then keeping the bar in the air. The lift and jerk basically require building up strength by tapping away on the buttons before timing the execution of each move. Then, players must keep the bar in the air by moving the joypad left and right.



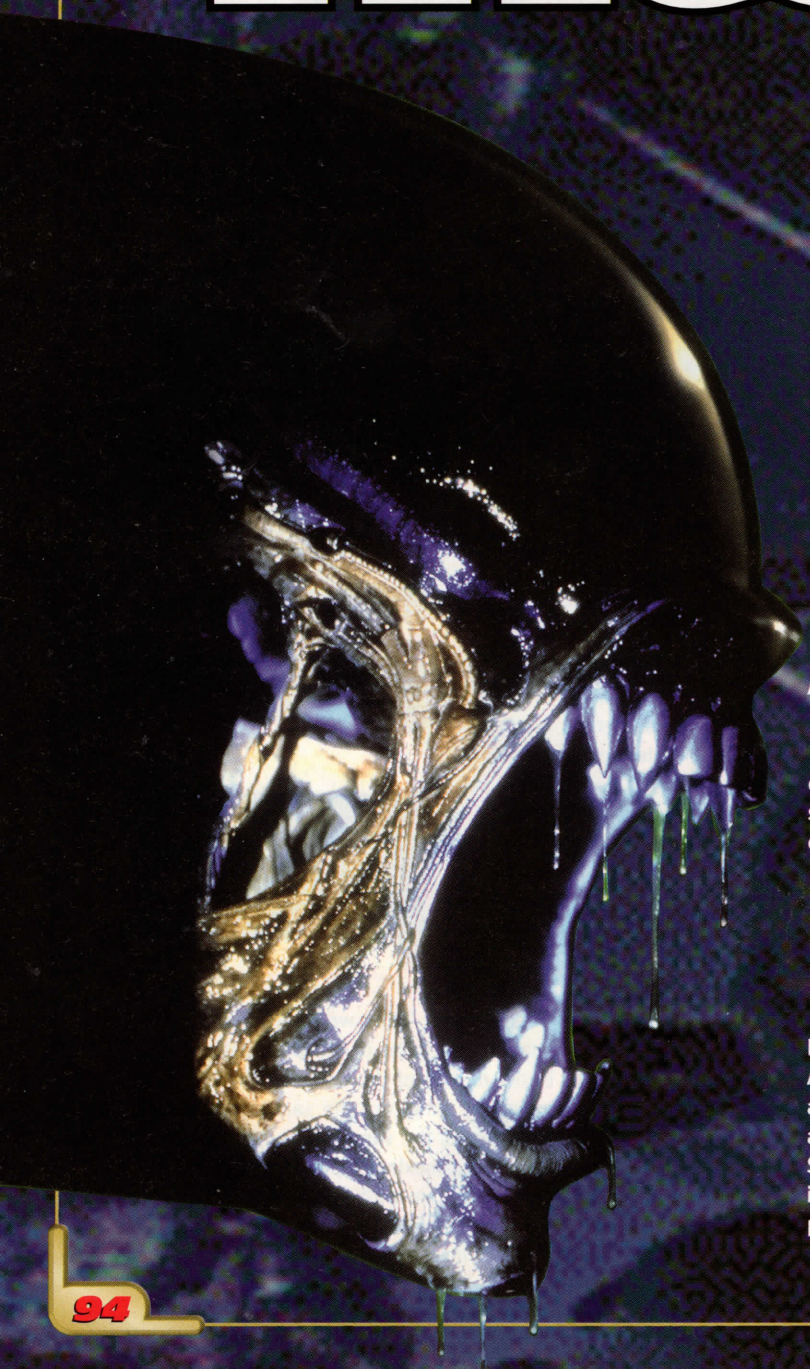
Archery

The archery is one of the easiest events in the game, largely because there's no button bashing, and no timing, or reflexes are needed. All players have to do is guage what effect the wind will have on each shot and therefore work out where to aim. What we found is that, if you imagine the point of the wind gauge to be in the middle of the centre circle and then move the aimer out the same distance and direction as the wind gauge, you should be able to hit maximum points almost all the time. Take care with side winds though, these seem to have twice as much affect on a shots, left-right, or right-left swing.



Publisher: Acclaim
Telephone: 0171 344 5000
Players: One
Price: £44.95
Released: August
Game Type: Doom clone

Alien Trilogy



The bitch is back in this massive romp through all things alien. No, we're not talking about the contents of Miles' laundry basket, but this smash-hit from Acclaim and Fox Entertainment.

Access All Areas

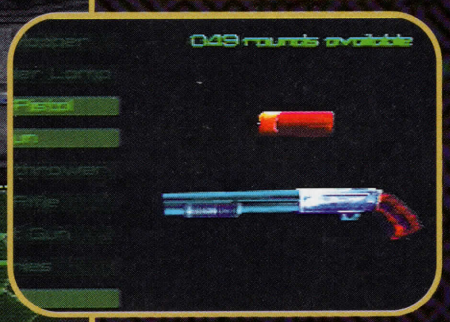
Whether you're stuck on a level, or just want to see the ending credits, typing in the following cheat, GOLVL, on the password screen will let you choose where you start in the game. One word of warning, though - you start with just a pistol!

Mean Cheat

If a level select isn't enough to help you kill off all those vile Aliens, how about infinite ammo, all the weapons, invincibility and access to every single level? Sound good? If so, simply type in the following code on the password screen...

1GOTP1NK8C1DBOOTSON

Get the shotgun as soon as you can, or you're gonna be history real quick in there!



to stop you! Armed with pistols and the such, they can, unlike the Aliens themselves, hurt you from long range. There's two ways to take these company troops out, either run in close as fast as possible and take them out with one shot, or keep a distance (lessening the strength of their firepower) and pick them off from long range. The first method is obviously riskier, but if you're short on ammo, it's the best way to go.

Face Hugger

These sneaky creepy crawlies hide in every crack and crevice they can find and wait for unsuspecting hosts to get up close before moving in. Quick reflexes and a good shot are therefore paramount when taking them out. The face huggers don't take much to kill (one shotgun blast should do the trick), so don't waste smart gun ammo on them — ammo becomes an increasingly precious commodity as the game wears on and it's not worth wasting it on these.

Face Huggers are cowardly creatures and as such tend to attack in numbers. When dealing with two, or more face huggers, always use the flame thrower. Not only is it extremely effective against them, but it has the widest arc of close range fire making it easier to hit them.

Bambi Alien

These baby versions of the Dog Strain Aliens are slower and weaker than their adult kindred. A couple of shotgun blasts, or a quick burst from the pulse rifle or smart gun should kill them off easy enough.

Dog Strain Alien

Apart from the queen, these Dog aliens are the strongest of all your adversaries. At the very least, you'll need a well armed shotgun (anything less and you're history) although a smart gun or pulse rifle would be better. As with all the aliens, the dog aliens can only hurt you if you let them get close so, if you can, shoot them and move away, shoot them and move away. Do this over and over and you should be okay.

Alien

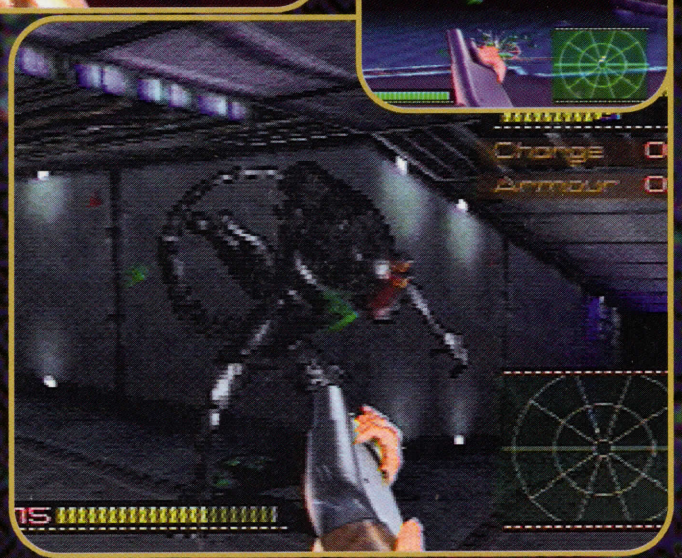
Although not quite as tough as the Dog Aliens, these monsters can still take quite a bit of punishment before they'll surrender their life. As with all the various Alien life-forms, when hit, these creatures recoil from the shot. During this time you cannot hurt them, so don't waste ammo. Wait until they've recovered and then hit them again.

Guard

Sent by the company to protect the Aliens (which they hope to use as a weapon), these guys will stop at nothing

Android

Also sent by the company, the androids will similarly try to stop you dead in your tracks. A lot stronger and carrying much more firepower than the Guards, try to avoid getting into a slugging match with these robotic monsters. Keep your distance and let off a few rounds, before moving to a safe place. Then, loosen off a few more rounds and move away agin. Keep doing this and they'll soon blow a fuse, or two!

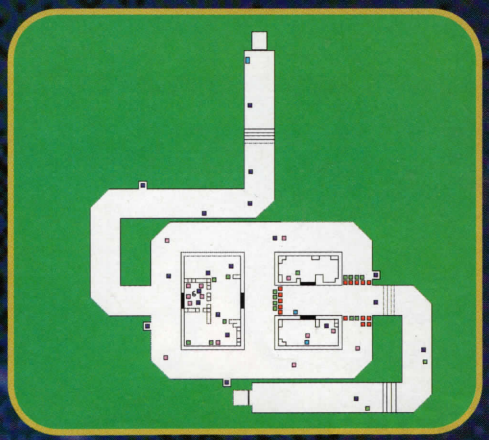


SECTION 1

Map Key

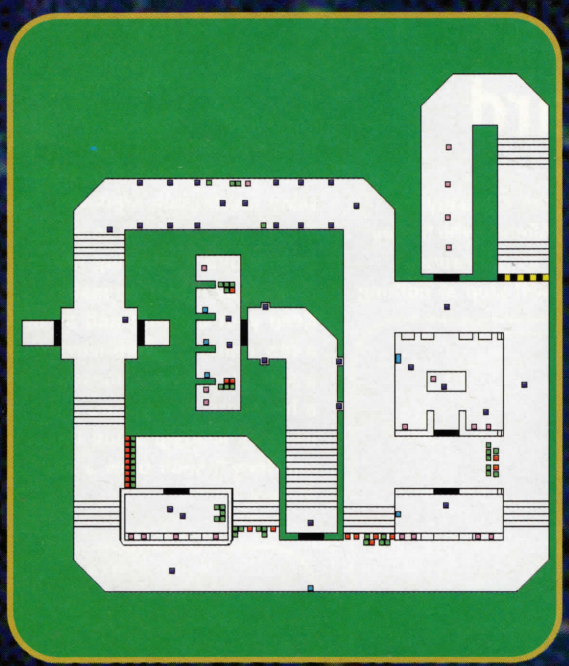
- : Barrels
- : Pick-Ups
- : Enemies
- : Crates
- : Control Panels
- : Destructible Walls
- : Lockers
- : Lifts
- : Acid

Level 1 — 111 Entrance



The Start of the nightmare and nothing but a pistol to protect yourself with. This trusty old pea-shooter is okay against the face huggers, but don't take on the black aliens until you've found the Shotgun. This is hidden in the first room on your right. An auto-mapper can be found in the room directly opposite. The exit is situated at the end of the long, eerie passage to the left of the map — expect to come face to face (literally) with a few face huggers and aliens along here.

In the large rectangular room, don't leave without searching the area around the far door. There's a nice stash of shotgun ammunition to be had.

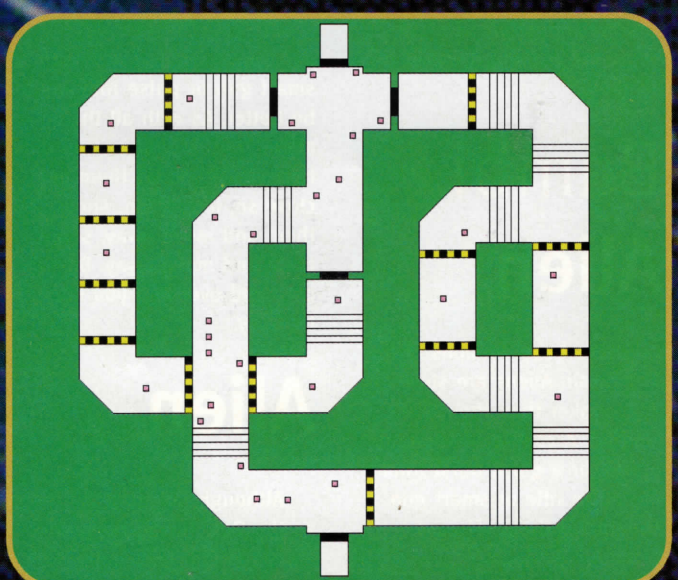


Level 2 — 112 Outer Complex

Coming out of the entrance air-lock, an alien comes straight for you, so have your shotgun ready. If you go up the stairs to the left of where you start, you'll find the auto-mapper hidden in between a couple of crates. Shoot the crates nearby and you should also find a couple of seismic charges.

The room in the middle of the map is where you'll find the control panels you need to activate to accomplish the mission — be careful though, the room is well guarded by several Aliens and face huggers. Inside this room you'll also find some seismic charges, some shotgun ammunition and a battery. You'll need the battery for activating the control panel in the huge room in the middle and the seismic charges for blowing up the false-wall at the top left of the map. Behind here you can find a hidden passage with a flamethrower and a hyper pack.

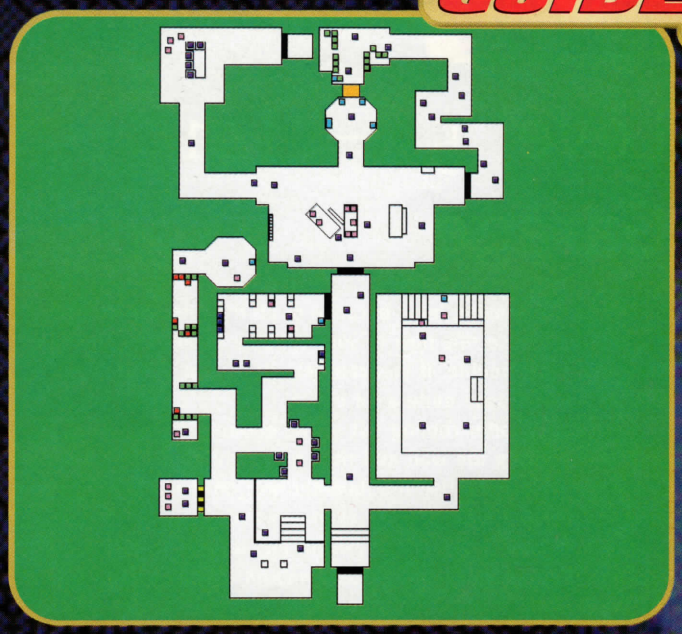
Secret 1 — 113 Ammunition Dump



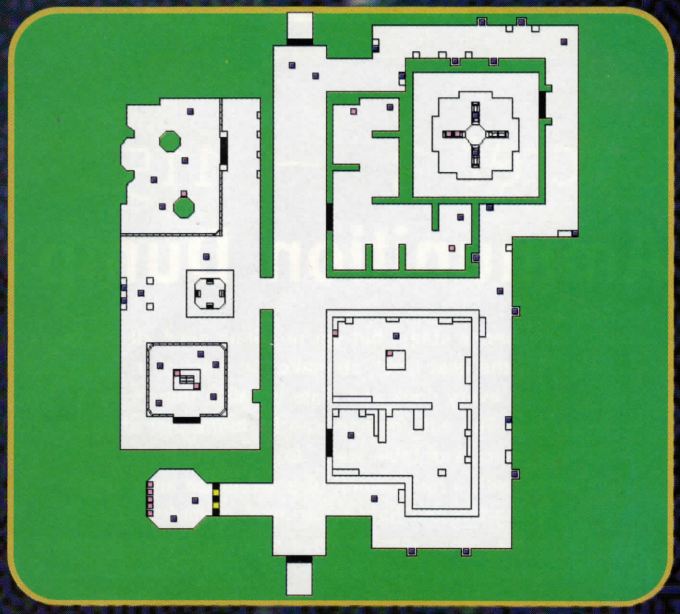
This is the first of many bonus stages that help you re-arm and regenerate your health. The best route to take on this one is to the left just after the start. Pick up the seismic charges you find on route and then start to blast your way through the destructible walls that go off to the left. Follow these and you should find an adrenaline bursts that will put you up to 200% health. If you go off to the right, you'll need 4 or 5 seismic charges to blow your way through all the walls and all you get as a reward is a hypo pack. Holding down the R2 button will make you run and gives you more time to pick up all the ammunition and health boosts that are lying around.

On these bonus levels, don't worry about getting to the exit, as it doesn't matter. Spend the time instead, collecting extra pick-ups.

Level 3 — 122
Recreation Rooms



As soon as you start this level, five well-armed security guards will come at you with all guns blazing. The light switches you need to turn on, can be found in the round room towards the top of the map. Before you can get there though, you have to negotiate the huge rectangular room that leads to it. Not only is this swarming with aliens and face huggers, but it's near enough pitch black as well. If you have the shoulder lamp (which can be picked up from under the bellowing gas pipes just to the left of your starting point) this is a good time to turn it on. After turning on the light switches go through the tiny passageway at the far end of the room to access a hidden room full of health pick-ups and ammunition.

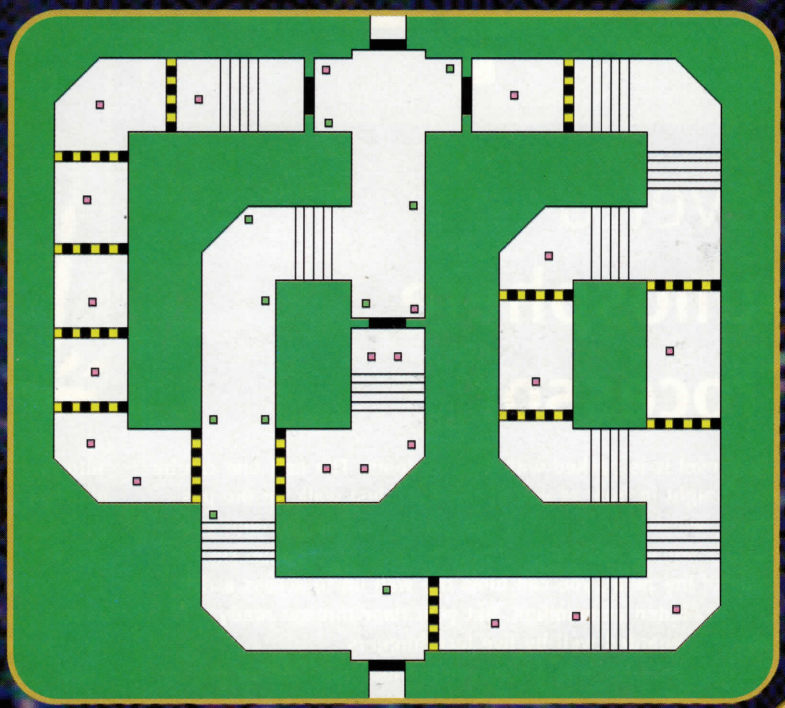


Level 4 — 131
Medlab 1

If you're low on health at the start of this level, go forwards until you come to the first door on your right. In here you'll find four Medikits which should see you back to full fitness. If you don't need to use them all, you can always come back later in the level. After that, go back out into the corridor and keep going until you come to the next door on your right. In here you'll find a battery that you need to open the exit door.

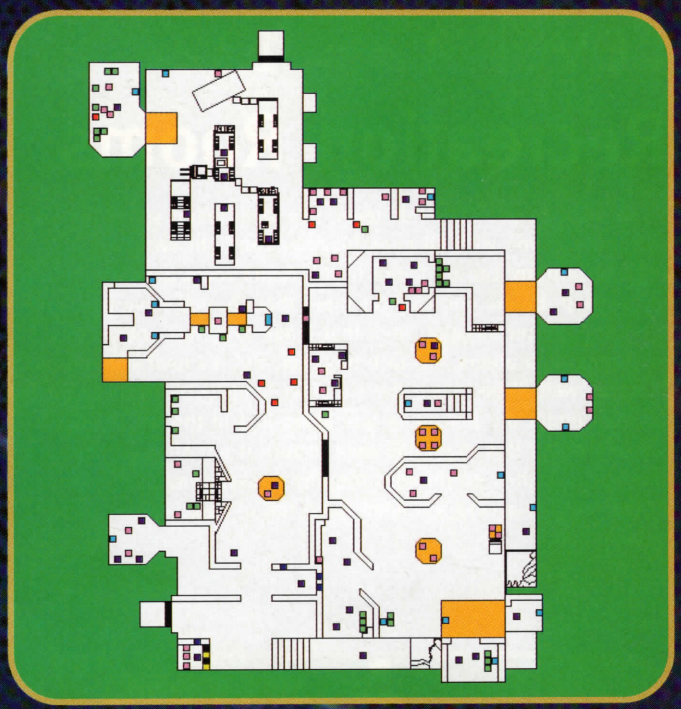
For a hidden hoard of ammunition and health, there's a secret room just to the left of where you start. It can only be accessed when the appropriate switch has been turned on in the big glass room.

Secret 2 — 114
Ammunition Dump



This is another bonus level full of health and weapon pick-ups. In particular, this is where you can get your hands on a pulse rifle (without which, the next levels can be bloody hard to finish). Just go straight ahead at the start, until you come to a four pronged junction. Turn to your left and you'll see a false wall, blow this up using a seismic charge and you'll see the little beauty right in front of you.

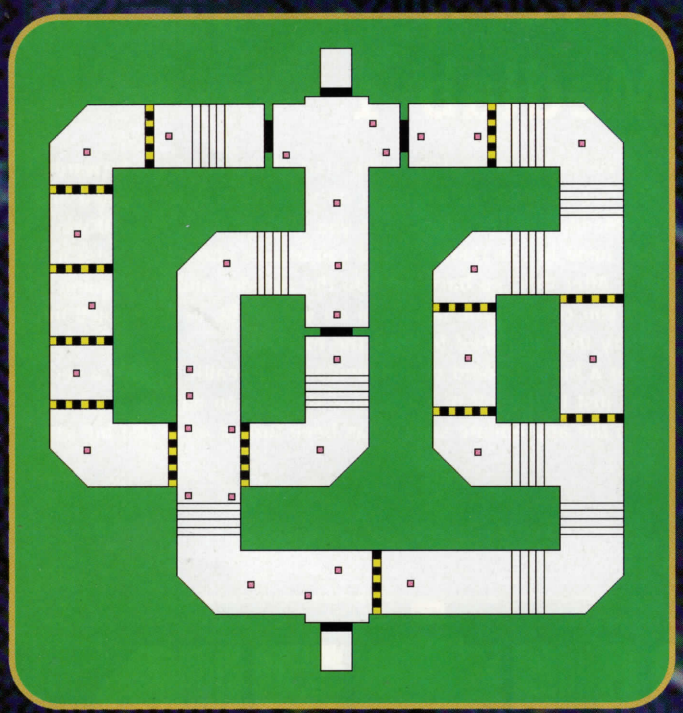
Level 5 — 141 Garage



This is a confusing level because of all the lifts and elevators, but with the pulse rifle now in your capable hands you shouldn't have too much trouble. If you can help it, try not to fall of the lifts, as you can lose quite a lot of life.

Immediately after coming out of the entrance locker, head right until you're facing the wall and then turn right again. You should see a row of lockers. Use the flamethrower on these and they'll lower to reveal a hidden cache of ammo and armour

The only way to get to the exit on this level is to turn on all lifts and then go along the passageway on the right hand side of the map. Along this passageway, there's also two secret rooms hidden underneath. At the end of this passageway, you'll come to a huge room packed with parked APCs (Armoured personnel carriers), in here there's literally dozens of face huggers, so get your flamethrower to hand.



Secret 3 — 115 Ammunition Dump

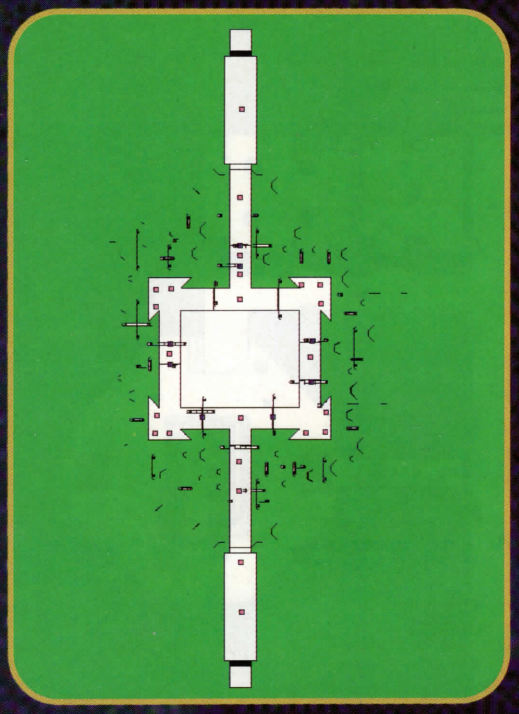
Yet another bonus stage, but you're gonna need all the help you can get for the next level, so make the most of it. Make sure you look behind every nook and crate because there's things hidden everywhere. The auto-mapper can be found just after the you pass the two sections of false wall. Going straight ahead will reward players with a fair amount of ammunition and health boosts, but going left and right is far more rewarding, the only problem is, these routes require players wasting a lot of seismic charges.

Level 6 — Atmosphere Processor

This level is is packed with hidden doors. The first one can be found straight in front of you at the start. Just walk up the passageway, watching out for the two guards as you go, until you come to a square room with a huge pillar in the middle. On the far side of the pillar, you can blow the wall up to access a rich bounty of hidden ammunition. Get your flamethrower ready though, it's guarded well by five face huggers.

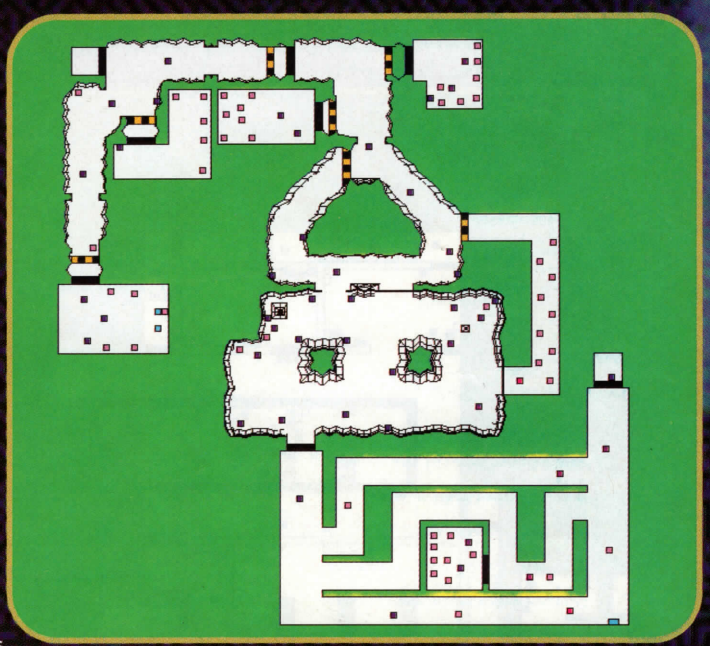
Heading back towards where you started, you'll notice the auto-mapper sitting on a little raised walkway. Next there's two hidden compartments in the square room to the right of where you start. Just blast the walls with a seismic charge, or grenade and you'll find the treasures behind.

As this level is packed with aliens, it's best to try and conserve as much of your ammunition as possible. Just fire in short, sharp bursts, rather than letting loose like Wild Bill Hilcock at a Tin Can Alley!



Secret 4 — 155
Catwalks

Another chance to re-arm with this bonus level, but you only get 30 seconds, so time is of the essence. When the door opens at the start, run straight ahead picking up anything you see lying around. When the path splits, head to the left and keep running. Pick up as much as possible, but don't stop. Follow the path until you see an armoured vest. Collect this and keep going. Eventually you'll come to a turning on the left, the exit is down here, but if you keep going ahead first you'll be able to pick up another armoured vest. Now run like hell for the exit.

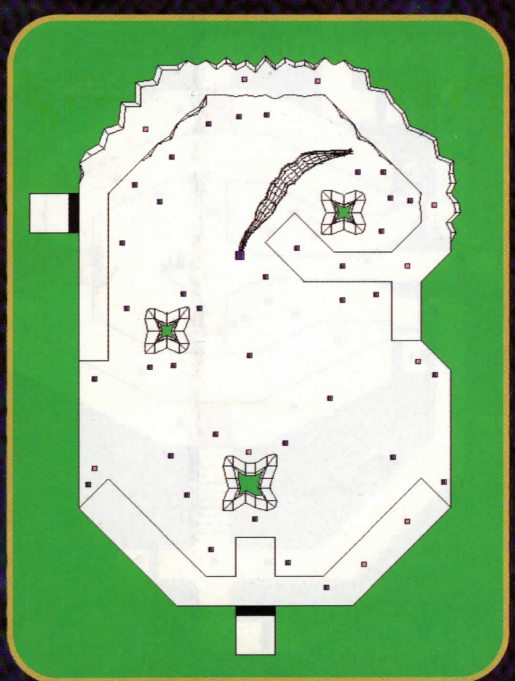


Level 7 — 161
Queen's Lair

At the start of the level head right, picking up the battery in front of you on the way. When you come to what looks like a dead-end, lob a seismic charge at the wall. It'll explode revealing a hidden door. Go inside and you should find the auto-mapper. Inside the room there's also a couple of switches, behind the one on the left hand side you'll find an ID tag nicely tucked away.

Just in case you missed the armoured vests on the last level, two can be found in the two secret rooms in the top left corner of the map.

If, during the level, you glance at your radar and it says there's an alien right ion top of you and yet you can't see a thing, don't assume the radar is one the blink. The chances are there is an alien right on top of you! On this level, the aliens can crawl along the top of the ceiling, so keep an eye out.



Level 8 — 162
Queen's Arena

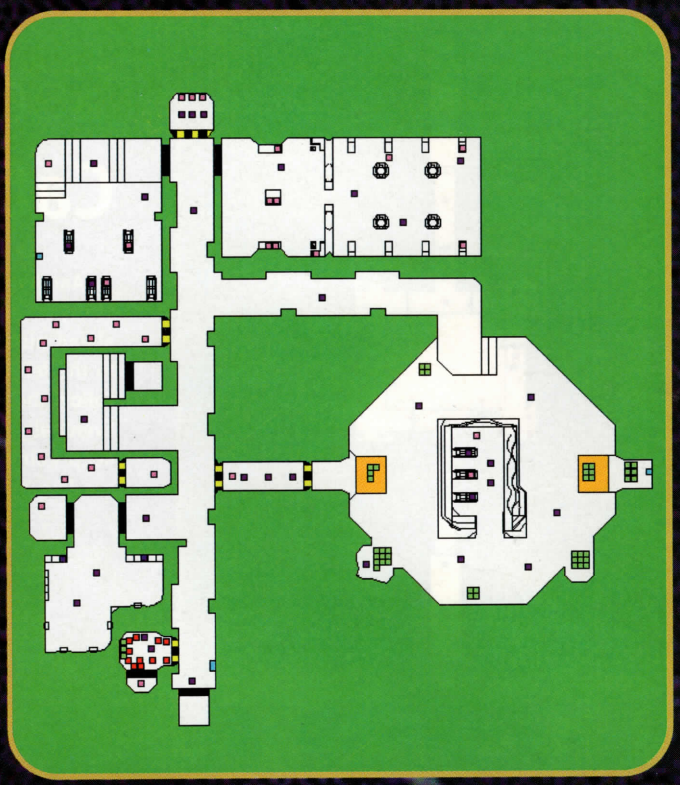
Awaiting behind the entrance doors to level 8 lies the queen herself. Attached to her giant egg laying thing, you have a few precious seconds to do as much damage to her as possible before she frees herself and comes after you. Around her lies her eggs; don't worry about these until you've finished with queeny. Use the pulse rifle as much as possible, changing to the flamethrower if you run out of ammo. Don't be afraid to chuck a few seismic charges and grenades her way either, they're extremely powerful and do a lot of damage. generally, if you keep hitting the queen, she recoils from your shot and never gets a chance to attack you. Sounds easy enough, just watch out for the face huggers!

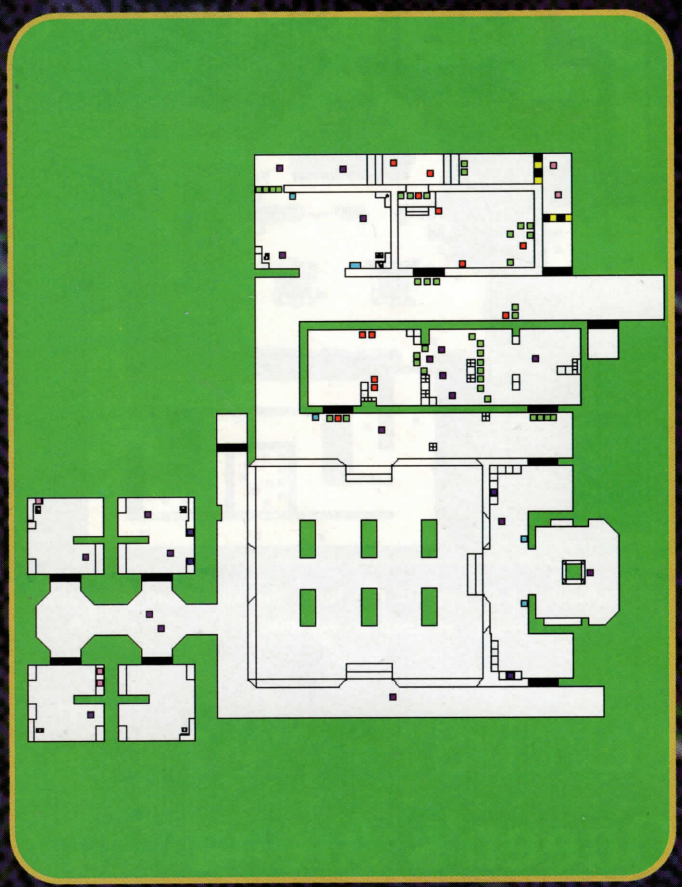
If you find yourself getting desperately short of ammo during this level, there's a raised platform that runs all the way around the arena, along here you can pick up extra ammo, bombs and health.

SECTION 2

Level 1 — 211
Living Area

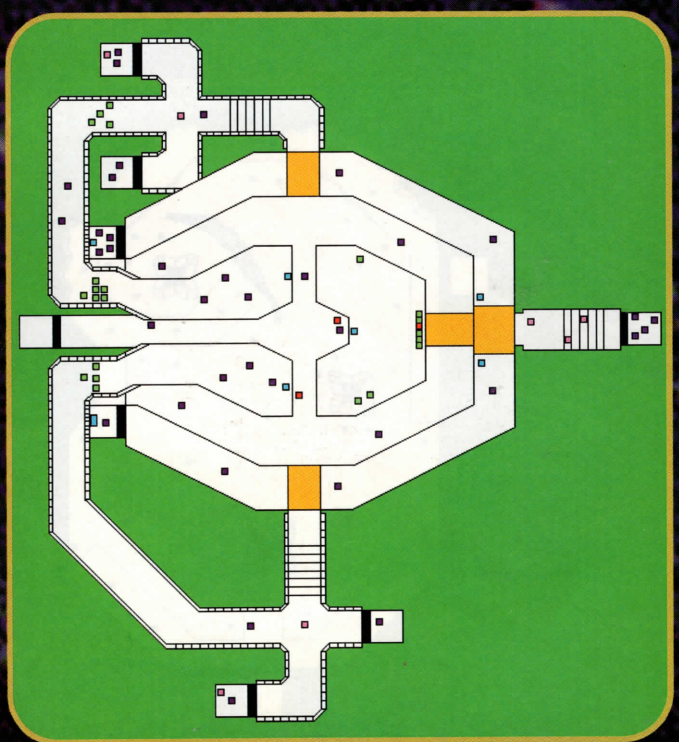
Entering the penal colony for the first time couldn't have been much easier. There's little to challenge players on this level. Even the new Xenomorphs need only a couple of bursts from the pulse rifle to shut them up. The auto-mapper can be found in the large rectangular room on the left hand side of the map, whilst just outside there's a secret room that can be unearthed by blasting the fake wall.





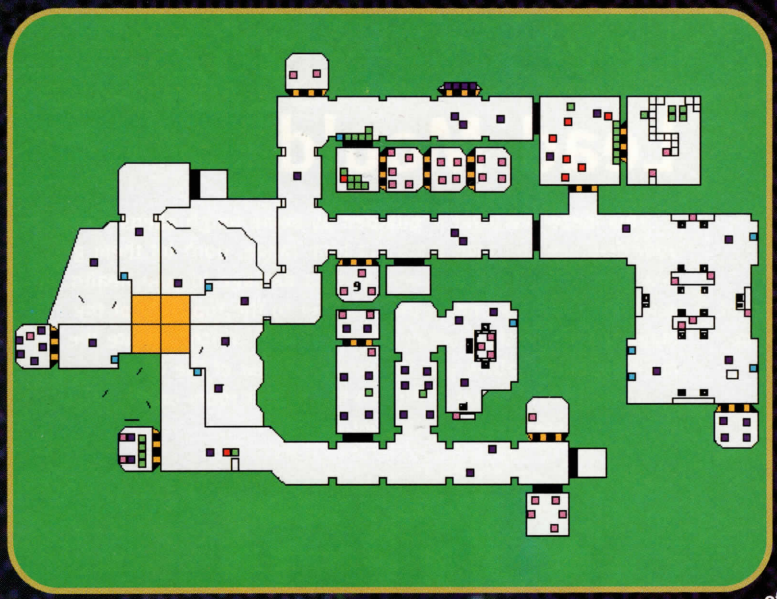
Level 2 — 212
Canteen

At the start of this level go straight ahead until you come to a right hand turn. Go down down here and enter the second room on your left. There, on the side, you'll find the auto-mapper. Watch out for the infected humans on this level, there's a lot of them and they're armed for a fight. When you activate the switch for the exit (which can be found in the big, rectangular room on the left hand side of the level), a swarm of humans will come after you. Make sure you're ready with the pulse rifle and fire like hell.



Level 3 — 213
Meeting Tower

Several company soldiers are waiting for you on the other side of the entrance, so make sure you're ready with the pulse rifle. After taking them out, head to the left and you'll find the auto-mapper hidden in a couple of crates. Ammo is pretty limited on this level, so conserve what you have. The exit can be found at the top of the map, but it can only be accessed after activating the switch in the tiny square room that's situated in the bottom, left corner of the map.

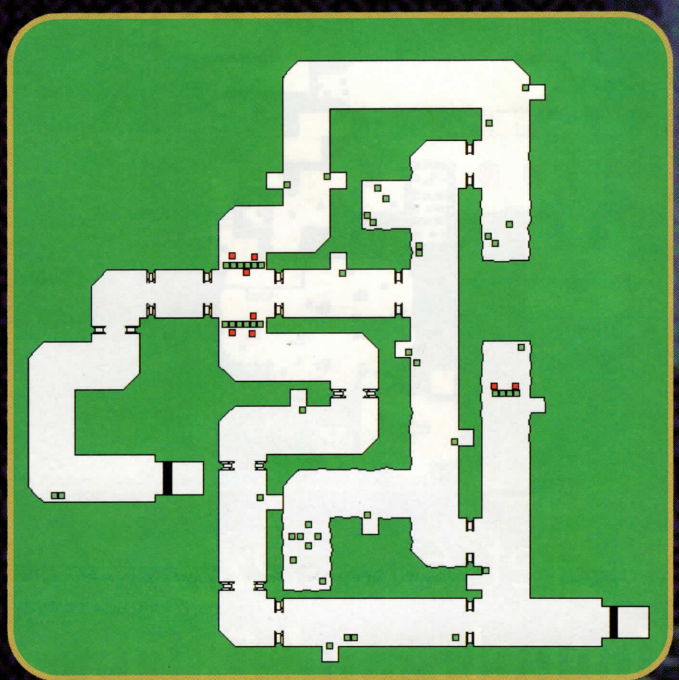


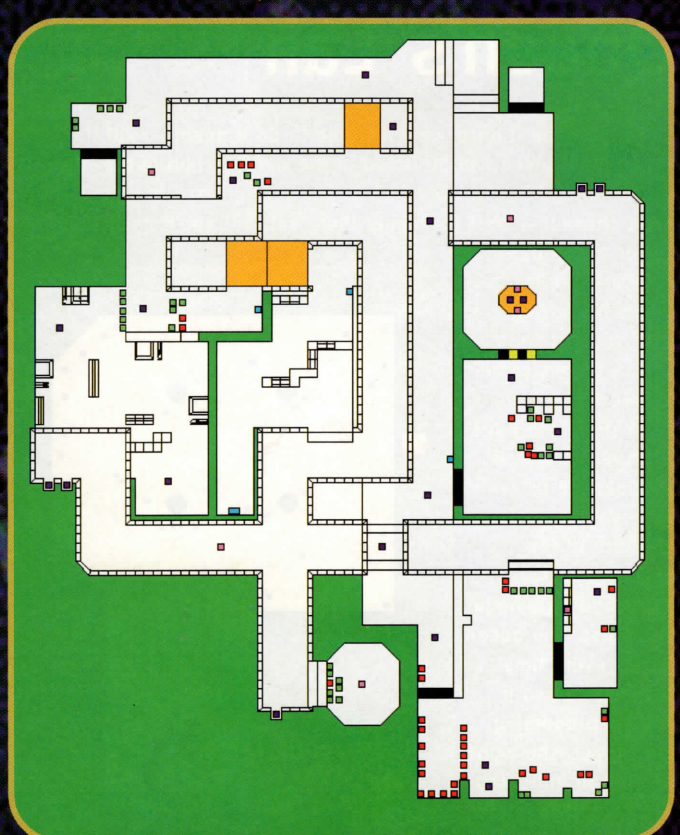
Level 4 — 222 Leadworks

Taking the first right you come to will lead you straight to the auto-mapper and some stockpiles of ammo. With this in your hands, the hidden rooms (and there's a lot of them on this level) should be no problem to find. Unlike the last level, ammo and medikits can be found in abundance here; mostly in the rooms on the left of the map. Another invaluable source of supplies comes from the company soldiers. After being killed, these troops quite often leave behind some form of ammo, so always walk over their dead bodies. It doesn't sound pretty, but it can pay big dividends. For those of you after some 'real' firepower, a smart gun can be picked up in the room right at the bottom of the map. To get there, just go across the moving platforms.

Secret 5 — 242 Tunnels and Ducts

At last, just when supplies where starting to get thin on the ground, another bonus level. You have 60 seconds to re-arm with as much ammo and health pick-ups as you can find. At the start of the level, run along the passageway until you come to a line of crates on your right. Blow these up and you'll find the auto-mapper. Now you can see where you're going. There's two suits of armour hidden in the level, one in the left passage near the exit, the other right over on the left hand side of the map. Ignore the single crates, as most of them only have derm patches inside and are not worth wasting time over.





Level 5 — 231 Mining and Smelting

Packed with Alien handlers, you're going to need some serious firepower to get through this level. The smart gun is the best for taking them out, but the pulse rifle is more than adequate for those who can't afford the luxury of wasting their precious ammo. Just like the company soldiers, the alien handlers leave behind ammo when they die.

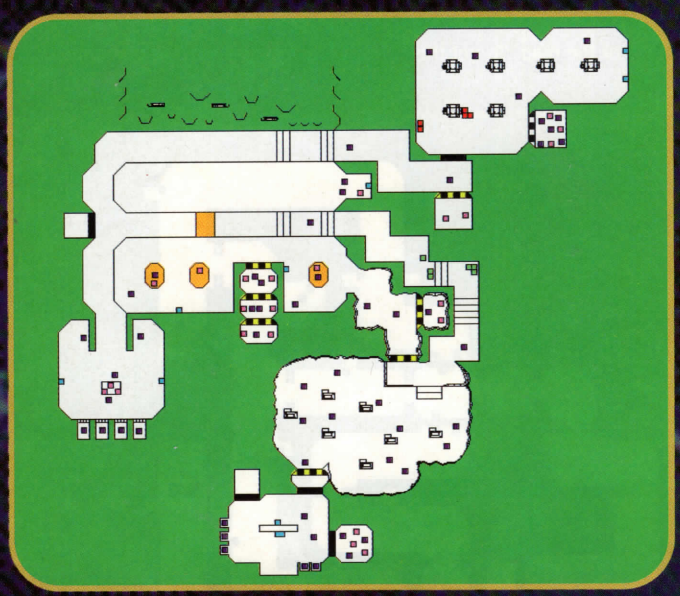
The auto-mapper for this level can be found in the room in the top right corner of the map, but watch out for the warrior alien guarding it ... it's on the roof!

For those who missed the armour in the bonus level, there's a suit in the water near the entrance.

Level 6 — 232
Furnace Controls

Company synthetics litter this level, so vigilance is the order of the day. These guys carry a smart gun each, so try to pick them off from a distance rather than getting drawn into a slugging match.

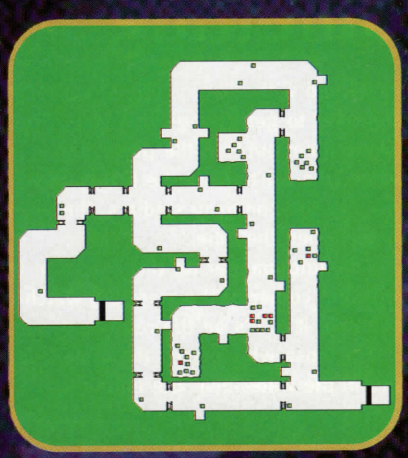
Finding the auto-mapper isn't too hard, it's in a room just to the right of the entrance (although you'll have to activate the door first). As soon as you pick it up though, a swarm of adult dog aliens will be unleashed upon you.



Secret 6 — 243
Tunnels and Ducts 2

Things are starting to really heat up now, so make the most of this bonus level. Smart gun ammo, pulse rifle ammo, grenades, seismic charges and all your other alien-busting equipment, including acid vests and medikits is on offer. Finding the auto-mapper couldn't be any easier - those guys at Probe really are too kind. As you come rushing out of the entrance, you'll notice a couple of crates straight in front of you - blow them up to get the auto-mapper. Down the dead-end near the entrance there's an acid vest. The real find on this level though is the adrenaline burst that can be found in the last crate before the exit.

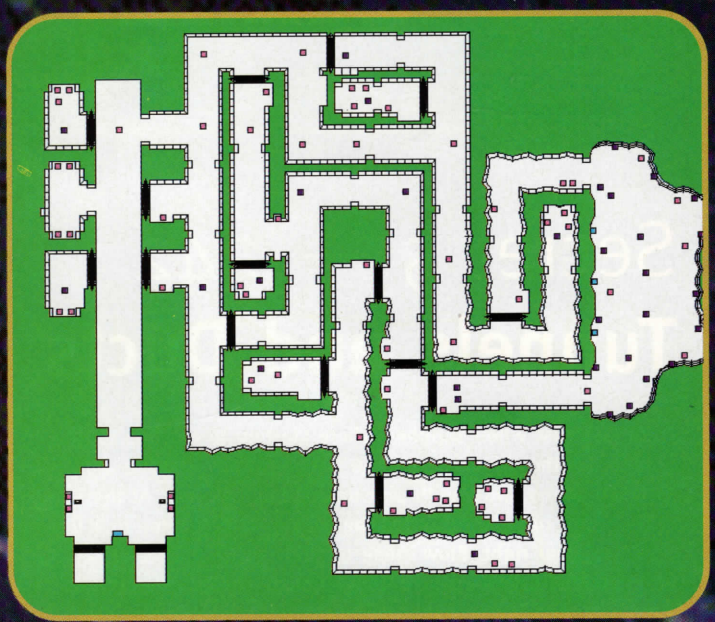
A lot of the routes on this bonus level are blocked with mountains of crates and a few oil drums. Aiming for the oil drums will clear them away in one shot.



Level 7 — 262
Lead Mould

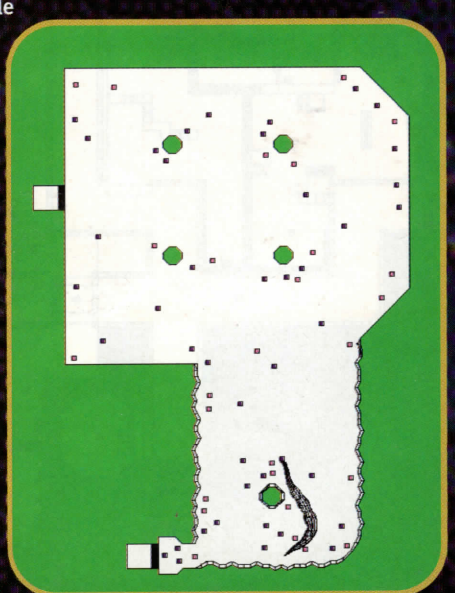
This maze-like level is guarded by some tough aliens. Keep your distance and take them out from range, don't let them get near you or they can do some serious damage to your health. An acid vest can be found in the chamber to the top right of the map. This room also contains five switches which activate the main doors and allow you to access the rest of the level.

An adrenaline burst is hidden in the first room on the left of the long passage outside the entrance.



Level 8 — 263
Queen's Lair

You've done it once, now it's time to do it again — kill the queen. The queen can be found in the right section of the map, but all around her lies the fruit of her work ... face huggers! The flame thrower is best for taking them out, but you'll need the power of the pulse rifle or smart gun for the queen herself. In case you get short of ammo, there's some littered around the outskirts of the huge chamber. In fact, if you manage to work your way around to the back of the queen's egg sac, you'll find an adrenaline burst. The queen recoils every time she gets hit, so if you keep pumping the trigger, she won't be able to inflict too much damage.

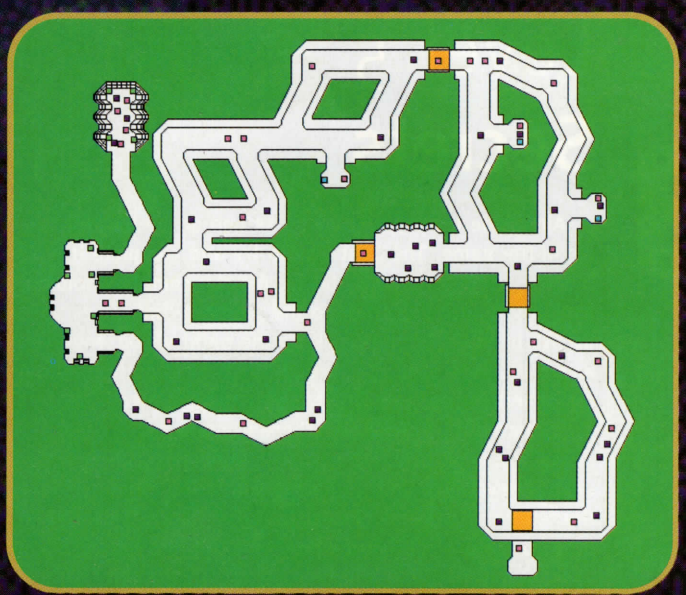


SECTION 3

Level 1 — 311
Tunnels

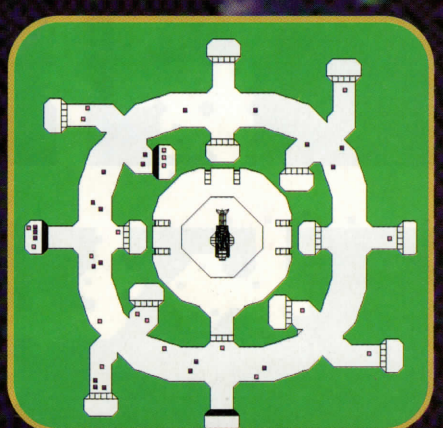
Just because this is the first level of a new section, don't expect things to be easy — it's packed with adult dog aliens and alien handlers. The alien handlers in particular are starting to get really nasty, not only are they armed with pulse rifles, they're throwing grenades too!

Now that we're on the alien ship, there's several new features to look out for. Firstly, there's the doors that look like walls. The aliens don't like prying eyes and have made all there doors look like parts of the wall. This can lead to confusion, but if you keep checking with the map, then you should know where and where you can't go. Then there's the new switches for activating doors and so on. They're different to all the ones seen before, but can be easily spotted by the flashing red lights on top of them.



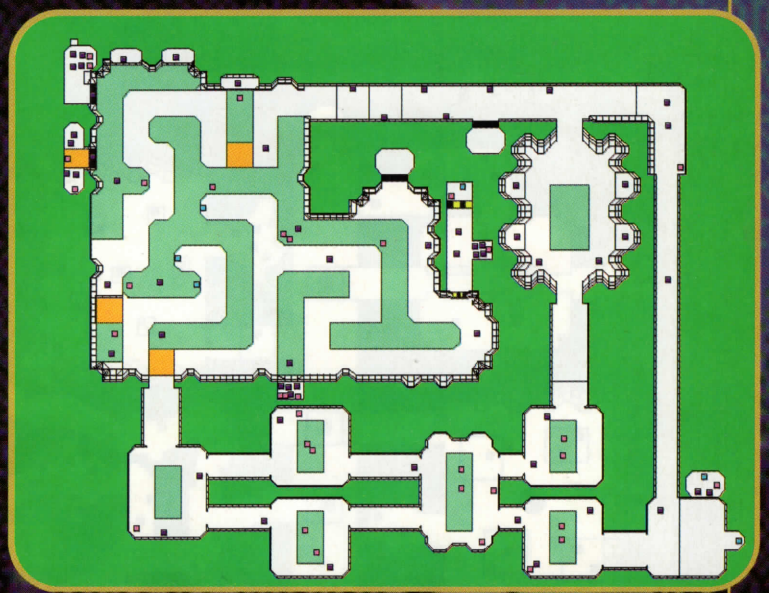
Level 2 — 321
Pilots Chamber 1

You'd better get used to this circular chamber because over the next few levels you're going to visit here quite a bit. On this first trip, the only thing you have to contend with are dozens of face huggers. A few blasts on the flamethrower will soon see them off. To finish this level, just make your way around the chamber until you find the exit. Simple as that.



Level 3 — 331
Canyons and Catacombs

This bitch of a level may not be packed with aliens like some of the others, but it more than makes up for that in frustrating difficulty. Finding the hidden switches and rooms and avoiding the acid pools is what this level is all about. At the start of the level,

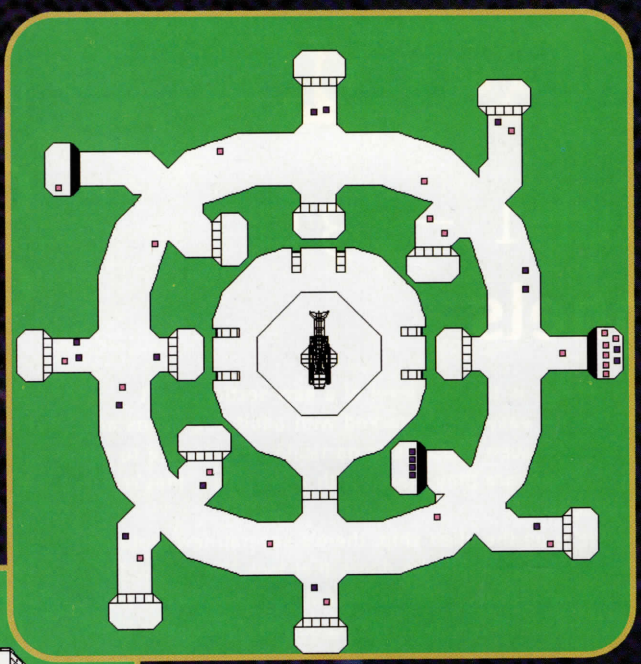


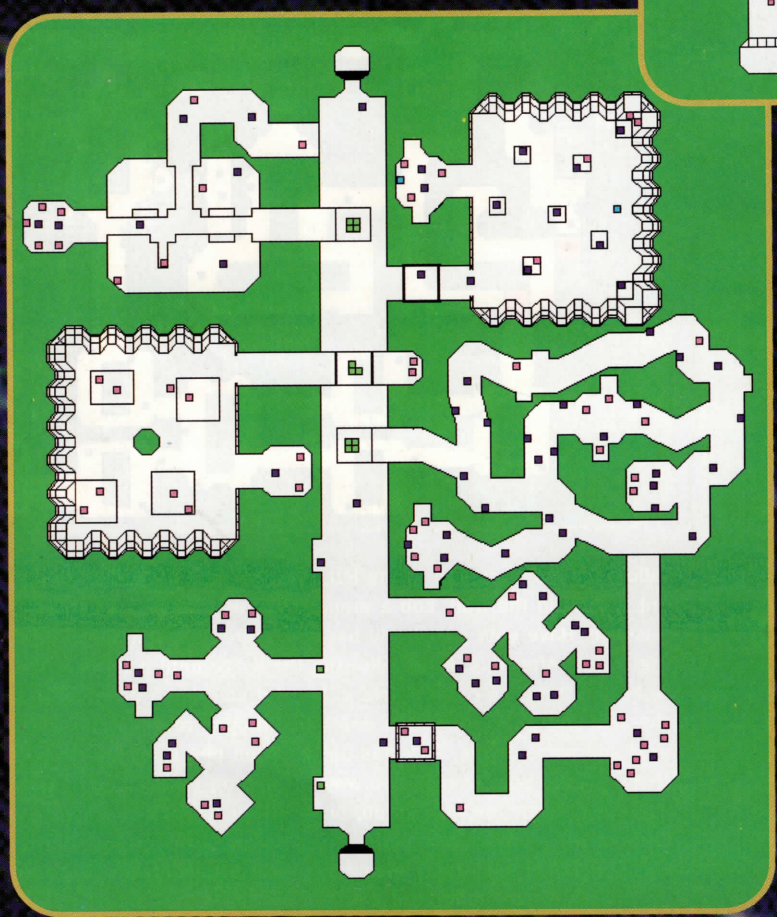
follow the ledge around to the left, until you see a slightly different texture to the wall. Lob a grenade at this to reveal a hidden passage. Have your gun ready because there's several aliens lurking inside. After this, keep following the ledge until it turns to the right and there's a river of acid in front of you. Jump down into the acid and go to the left. A door should open revealing an acid vest and some ammo. Pick this up and then peg it for the ramp that's behind you. There's two ways of getting up the ramp - you can either press the run button, or turn your back to the ramp and fire the shotgun repeatedly (the recoil pushes you up). Both these methods have their advantages and disadvantages. Running up doesn't waste ammo, but if you don't stop at the right time you can run straight over the ledge back into the acid. The shotgun method is a lot safer, but wastes precious ammo.

When you're safely up the ramp, follow the path around until you come to the switch. This activates an elevator that will help you go around to the other side. Press the switch and go back to the alien handler that you just passed. You should now be able to get over to where he was standing. Go forward until you see a row of alien handlers. Kill them all. Now go back to the switch you pressed earlier. Down to your left in the acid, you should see another switch. Hold your breath and jump in. Now, this is where you have to be quick. Press the switch and leg it. The switch activates an elevator to a secret room, but you only have a short time in which to get there. Take a right, then a right and another right. Keep blasting away as you go, but don't stop for anything. With any luck you'll end up in a hidden chamber you can see at the bottom of the map. From here you can get to the exit, but beware, the labyrinth of corridors and rooms are well protected by adult dog aliens.

Level 4 — 322
Pilot's Chamber 2

With the nightmare of the last level behind you, it's back to the relative peace and quiet of the pilot's chamber.This time though, the friendly face huggers have been joined by some less welcoming dog aliens. First stop for anyone short on ammo should be the second doorway on the right as you go around to the left. In here, you can find some flamethrower fuel. There's nothing to hard here, so on to the next level ...



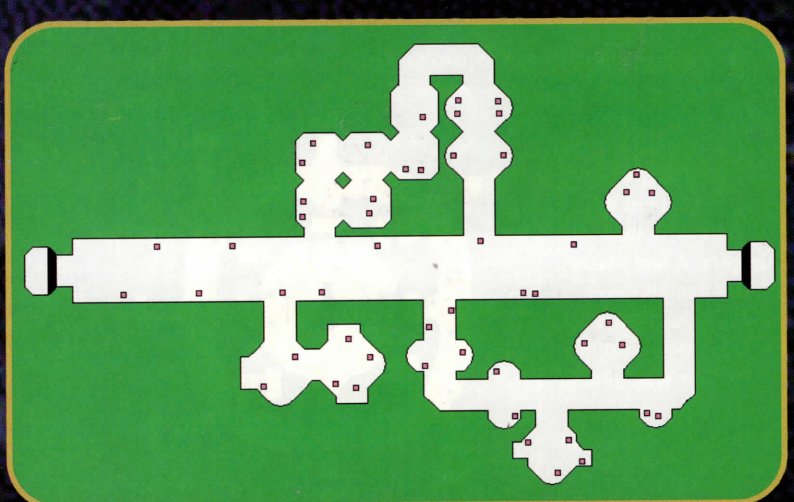


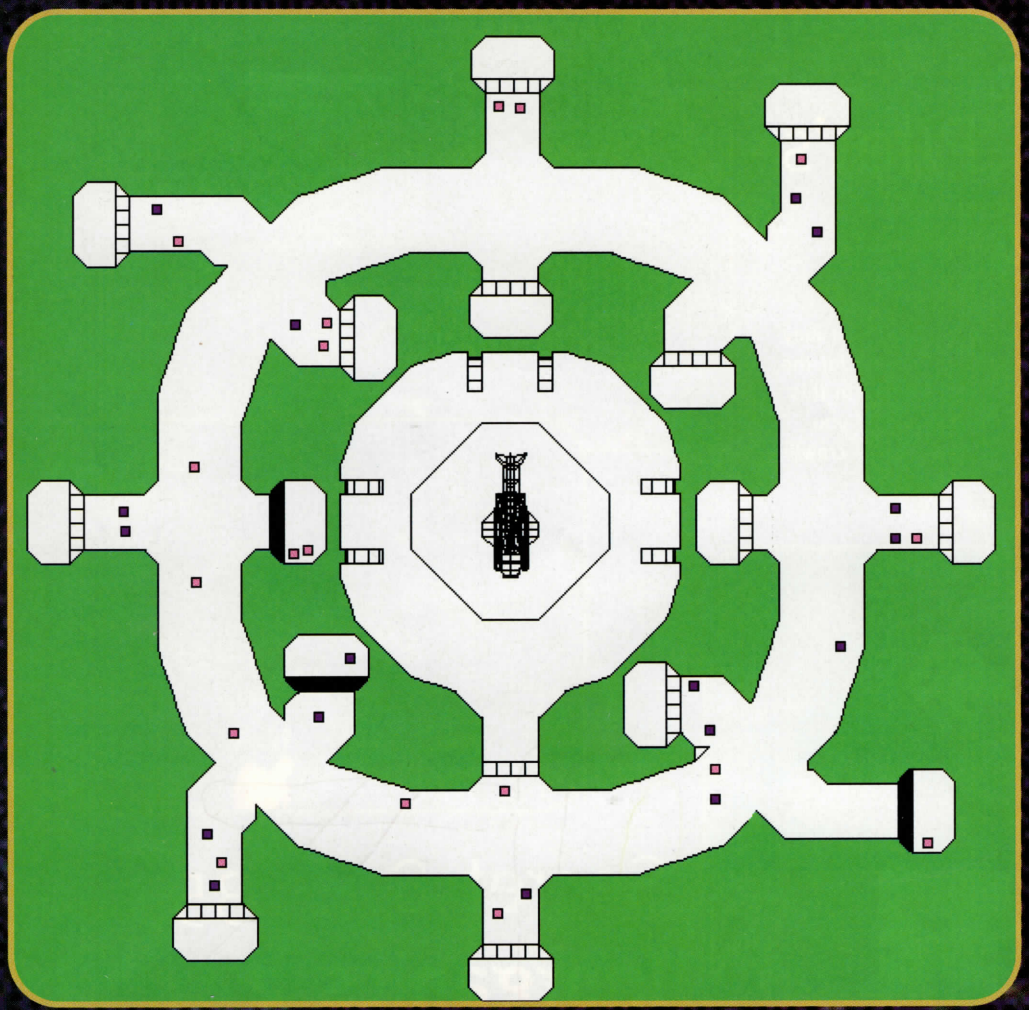
Level 5 — 351
Secrets

Alongside level 3, this ranks as one of the hardest levels in the game. The best way to try and complete it is as follows. First, go forward, taking out the company soldiers as you go, until you come to the platform that raises you up. Go to the right first, pick up the night vision goggles and then go to back over the platform to the other side. A big chamber opens up in front of you. Underneath the floor, there's four elevators. There's one in each corner and if you walk over them you'll find some much needed ammo. Now leave and go back towards the entrance. Take the left hand passage closest to the entrance. This will lead you into a courtyard where you can find lots of ammo and an acid vest that will help you finish the level. One word of warning - avoid the big chamber in the top left corner of the map until your fully suited up and full of health.

Secret 7 — 352
Inorganics 1

The big show-down with the Queen Alien is approaching, so it's important to get as stocked up on ammo and health as possible. this bonus level is an ideal opportunity to get both. Taking the first right will lead to a smart gun and an acid vest, whilst the second leads you straight to seismic charges. Taking the last left, just before the exit, will reward you with some valuable pulse rifle ammo.





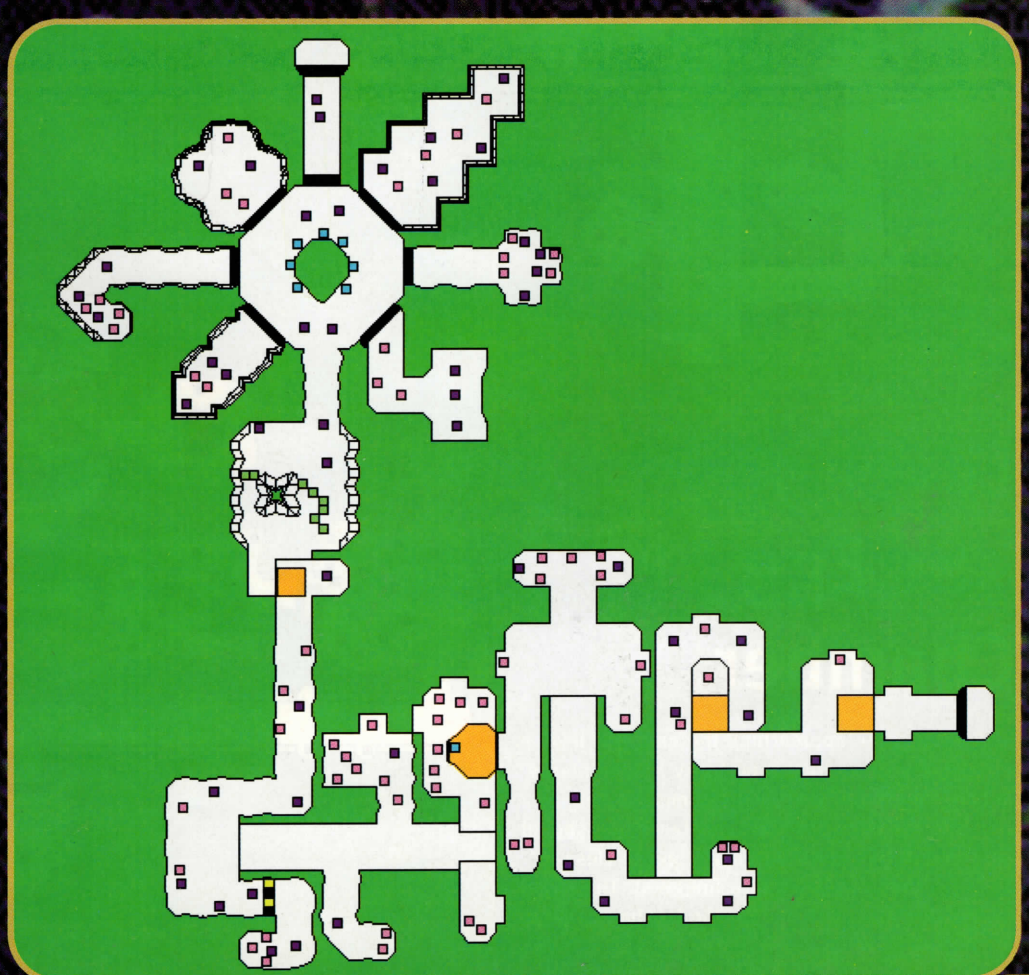
Level 6 — 323 Pilot's Chamber 3

After the nightmare of the last level, a certain amount of normality returns as we head back to the main chamber. Only there's not a dog alien or face hugger in sight this time, just the big-daddy of them all, the adult dog. There's hundreds of the damn things and they come at you from everywhere. If you haven't got much ammo or life, once you locate the exit get out straight away.

Level 7 — 371 Drop Lifts

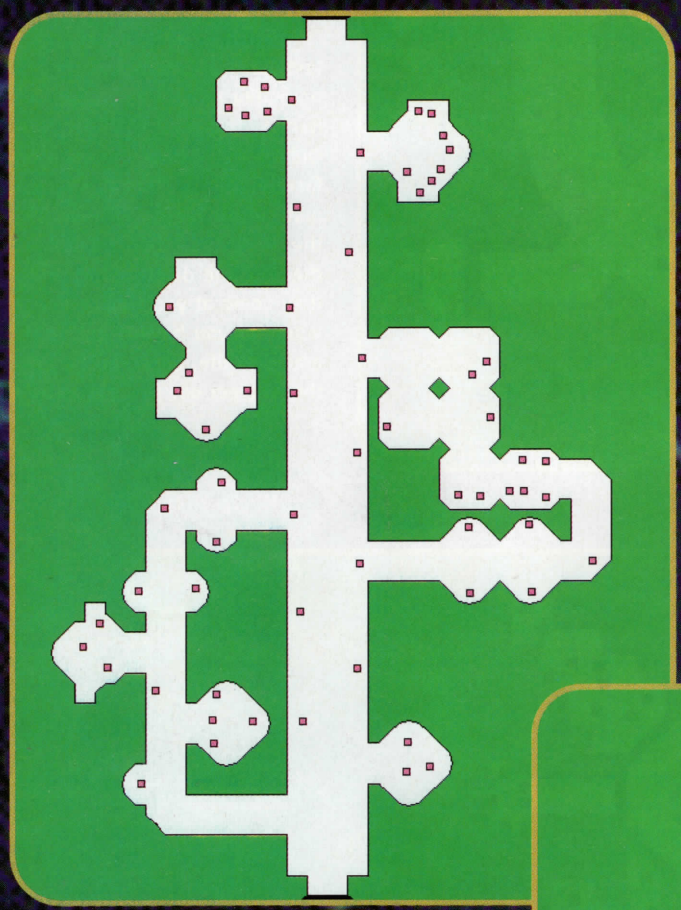
Another labyrinth level, this one can be a real pain but if you take your time there shouldn't be any trouble. Two points about this level; firstly, when you come to the tunnel with the blue flashing lights, try to get into the two passageways on either side. There's an acid vest and adrenaline boost in each, not to mention some ammo. It's important on this level to have a nice stock of grenades because some of the tunnels and elevators lead you straight into a cauldron of aliens.

The second point, when you get to the round room with six switches, press the red one first and then each of the other, taking out any aliens that might appear in from the secret passages your opening.



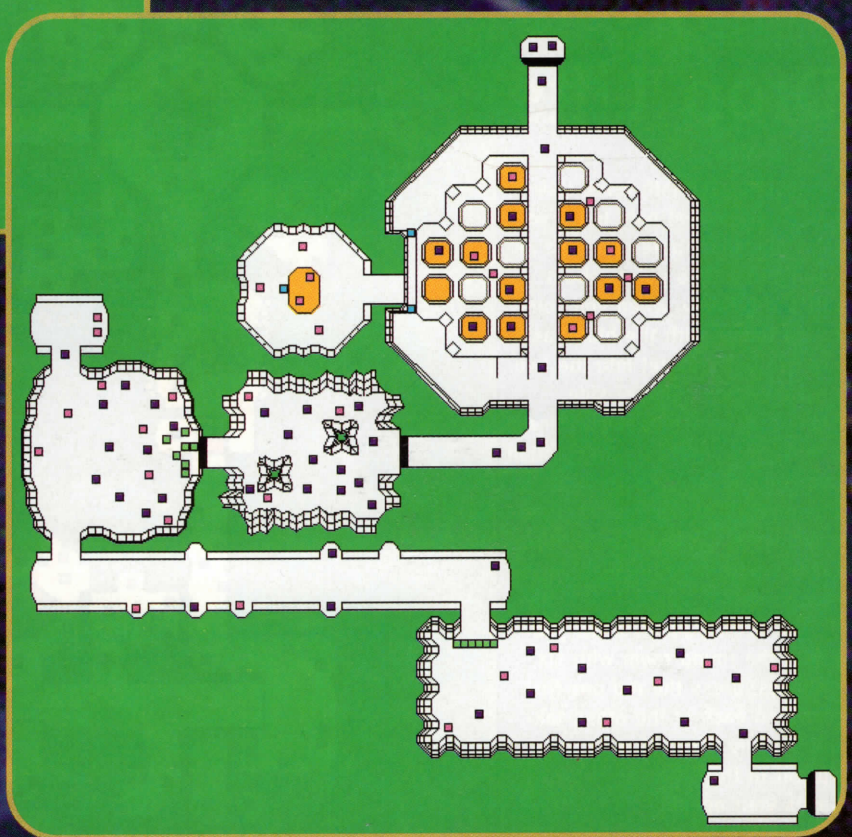
Level 8 — Pilot's Chamber 4

It's back to the main chamber for more roundabout mayhem as we go around and around in circles looking for the exit. Things have been getting progressively worse in this central control room and this time is no different. If you thought the adult dog aliens were bad, the place is crawling with warriors this time!



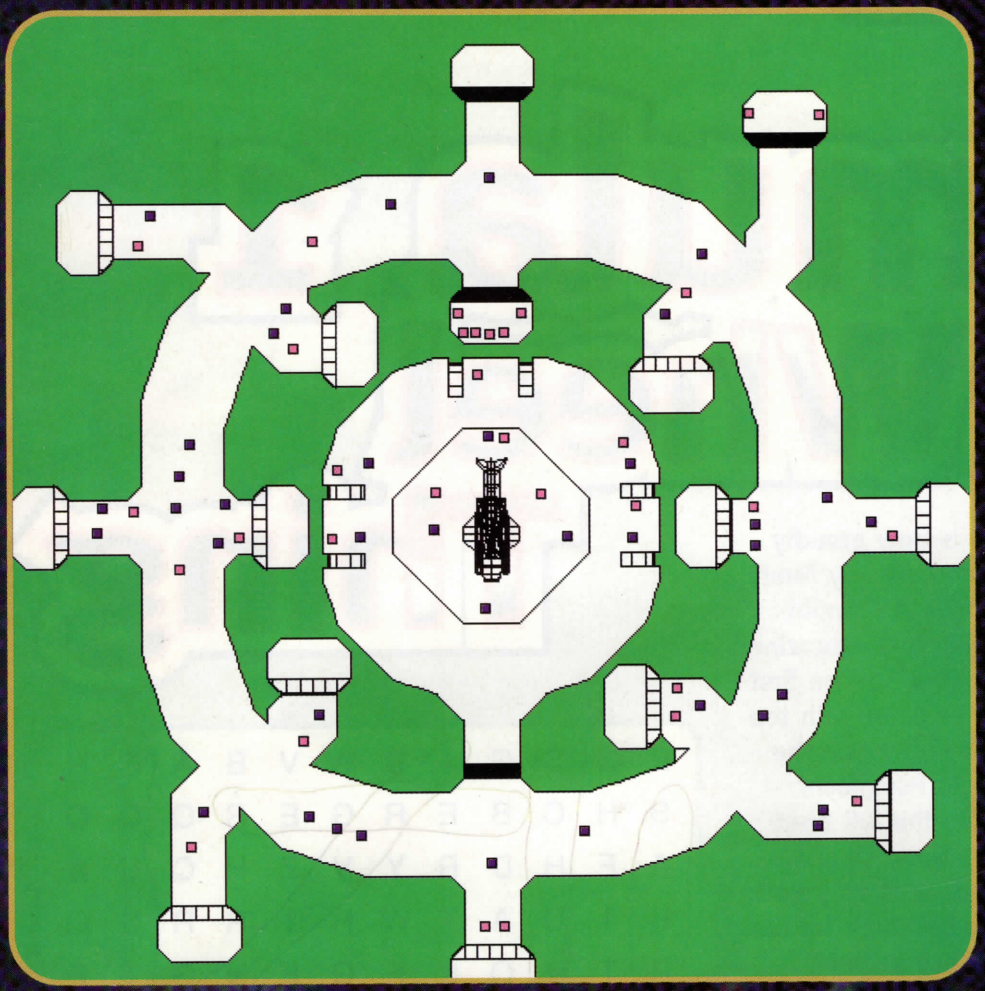
Secret 8 — 353 Inorganics 2

The last secret level before the final confrontation. Charging down the middle corridor, take the second right. Follow the connecting rooms and you'll come across a bundle of armour, an adrenaline burst and a smart gun.



Level 9 — 381 Egg Chamber

Seeing you're approaching the end, this level is surprisingly easy. There's no tricky hidden places to find, there's not even many aliens. As long as you take the eggs out from a distance you should get through this level fine (if you get to close to the eggs they can hatch face huggers). The switch for the door can be found on the left hand side of the big round room.



Level 10 — 325 Pilot's Chamber 5

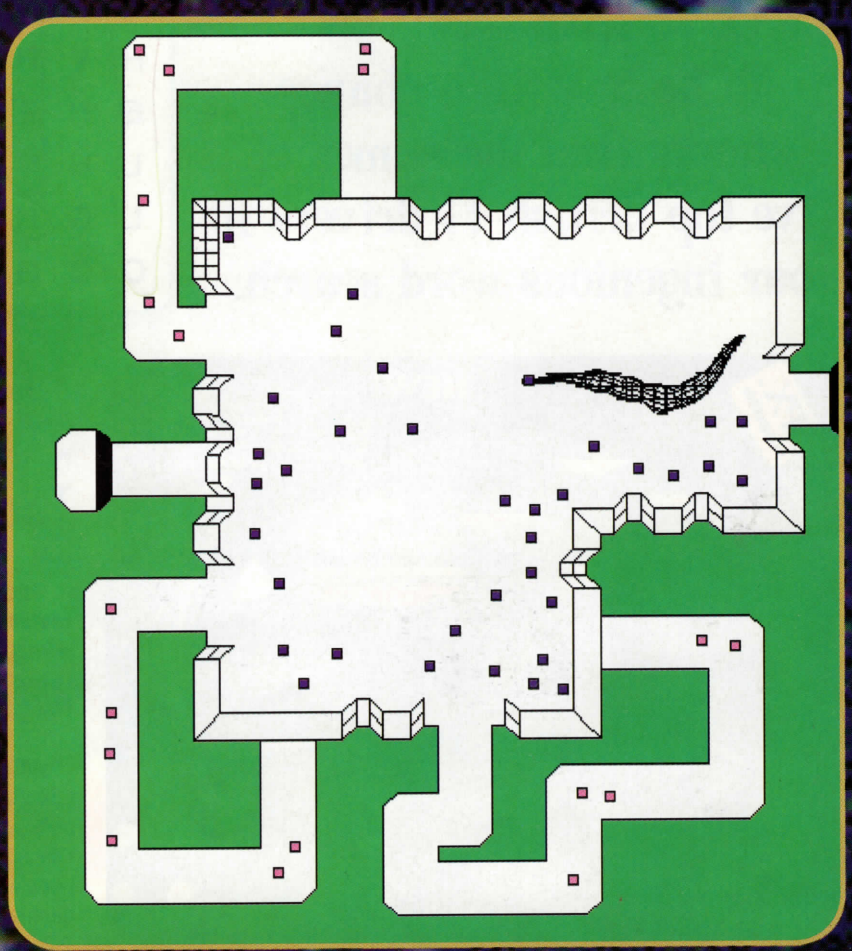
It's the penultimate level and we're back in the main chamber. This time, the door into the main enclosure in the middle has to be found. This doesn't pose much of a problem, but there's a lot of aliens about so be careful. As you've got to face the queen next, it's important to stock up as much ammo and grenades as possible. In the central part of the main chamber you can find quite a lot of useful equipment. There's also a little room to the left of the exit where you can stock up on ammo just before you leave.

Level 11 — 391 Queen's Lair

Before you can get down to the real task of finishing off the queen once and for all, you have to wade your way through an egg-minefield. Blast them from a distance so that the face huggers don't hatch. Whilst you're doing this, you should notice some tunnels going off into the walls. Hidden in these passages are caches of ammo and health boosts so if you find yourself running low, run into one of these and restock.

Now for the queen herself. When you first get to her, she'll be attached to her egg-laying thing. Try to inflict as much damage on her as possible whilst she's in this relatively harmless state. When she finally gets loose, keep blasting her as relentlessly as possible. As before, when she gets hit, she recoils and cannot hurt you. By doing this it's possible to kill her without losing any life. Seeing as this is the last level, don't be afraid to let rip with all your grenades and seismic charges. What the hell - you ain't gonna need them after this! After a brief, but bloody battle, the queen should lay in a messy heap before you. Now all that's left to do is find the exit and watch the superb closing sequences.

End Sequence: QQBQQBFGLMNV2HBC DBBLGBBMCGWO9BBD



Formula 1 The Wheel Thing

PLAYSTATION SOLUTIONS is now proudly two issues young and already firmly established as the world's number one 100% PlayStation tips magazine. And on that positive note let's introduce the first big PS giveaway. We've gotten together with top mail order bods Premier Direct to offer you the chance to grab not only a copy of Psygnosis' wonderful *Formula 1* game (given the full treatment this issue) but also the *Per4mer* steering wheel for total realism. The prize sells as a package for 100 smackers but it can be yours for the price of a postage stamp. Let's face it. Next year's Formula 1 season is going to be pretty boring with just two Germans and that Villeneuve bloke in with a shout so you're going to have to make your own entertainment.

To be in with a chance simply find the names of five top British F1 drivers in our ingenious word search.

E	Z	S	G	I	B	W	V	B	A	C	H
B	H	C	B	E	R	G	E	R	Q	O	Q
A	E	H	D	R	Y	V	Z	H	Q	U	B
R	I	U	A	T	W	H	I	R	R	L	Q
R	T	M	Q	K	F	G	E	N	G	T	E
I	Q	A	W	R	K	Y	L	J	E	H	G
C	G	C	H	R	J	I	D	A	F	A	S
H	V	H	W	G	L	A	N	A	H	R	A
E	H	E	H	L	Q	E	U	E	R	D	L
L	H	R	I	F	E	S	R	H	N	Q	O
L	G	H	H	C	H	W	B	Q	F	Q	F
O	Q	G	M	H	E	R	B	E	R	T	L

When you think you've got 'em, complete this tie-breaker in no more than ten words.:

Poor old Damon Hill, he...

Stick it all down on a postcard or the back of a sealed down envelope and send your entries to The Wheel Thing Compo, PLAYSTATION SOLUTIONS, Rapide Publishing, 14A Union St, Newton Abbot, Devon TQ12 2JS.

All entries must be in by 30 November 1996. The Editor's decision is final and all that business. The winner's name will be printed in a future issue but don't ring up to find out if if it's you as we're all very busy people and we'll just disqualify you for being an impatient so and so. Goddit?

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A-Z of Tips

Here we are again; another month, another Issue of PLAYSTATION SOLUTIONS. And once more, here are the latest hints & tips.

3D Lemmings

Check out these cool codes for Psygnosis' ace Lemmings adventure.

Fun

Levels 1 to 20

LEWISIAN
BLIMBING
FANAGALO
DRICKSIE
KURTOSIS
GREGATIM
WALLAROO
AVENTAIL
GAZOGENE
JINGBANG
DIALLAGE
BUNODONT
NAINSOOK
YAKIMONA
FUMITORY
CINGULUM
BESLAVER
ANABLEPS
QUINCUNX
TARLATAN

Tricky

Levels 21 to 40

KAMACITE
GUMMOSIS
PRODNOSE
NGULTRUM
COTTABUS
BEDAGGLE
EPICALYX
HOMALOID
LALLYGAG
BILABIAL
CACOFOGO
METAVURT
SLOWBURN
PELLUCID
MAKIMONO
KHUSKHUS
DISPLODE
RACAHOUT
ORGULOUS
DUNCEDOM

Taxing

Levels 41 to 60

CABOCEER
GEROPIGA
BONTEBOK
EMPYREAL
LANGLAUF
NANNYGAI
SARATOGA
QUINTAIN
MUSQUASH
ZOMBORUK
SKILLING
WOBEGONE
BINDIEYE
FRAXINUS
LINDWORM
CURLICUE
HANEPOOR
IDEMQUOD
BLANDISH
MALAGASY

Mayhem

Levels 61 to 80

CHORIAMB
GARGANEY
KAOLIANG
MAROCAIN
OBTEMPER
TASTEVIN
VELLOZIA
BORACHIO
JACKAROO
COOLAMON
BANAUSIC
FABURDEN
RECKLING
MIRLITON
OPAPANAX
BIMBASHI
CAATINGA
PENSTOCK
SPRINGAL
BABIRUSA

Animations

For the Egyptian, space, army and end-of-game animations, enter these codes on the password screen.

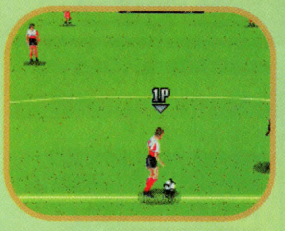
SPACEAAA
EGYPTAAA
ARMYAAAA
MAZEAAAA

Level Select

To be able to select which level to start on, simply enter the code below on the password screen.

Adidas Power Soccer

For some amusing (and alternative) commentary, try this cheat from Psygnosis; whilst the game is in progress press SELECT and then select AUDIO. Now select COMMENTARY and press Circle and Square.



We don't want to give too much away, but you should notice some extra commentary choices. Pick one and enjoy!

Agile Warrior

Try these codes for an easy route through this tough game.

5433 – Stage 1 clear
0007 – Stage 2 clear
1213 – Stage 3 clear
0224 – Stage 4 clear
7154 – Stage 5 clear

Air Combat

Secret Sub-Game

Whilst the game is loading, press and hold the R1 and Circle buttons. Next, when the CDs start flying across the screen, press Up, Left, Down and Right. A small character should pop up in the bottom left side of the screen to tell you you've accessed the cheat. Next time the game loads something up, a secret game will appear.

Plane Colours

After you've switched on the Playstation and the game starts to load, hold the Circle and R1 buttons. Instead of the normal screen, you should see lots of CDs flying around. At this point, press Up, Down, Left, Right, Up, Down, Left, Right and R1. A jet should now appear in the bottom left of the screen to signal that the cheat has been activated.

Wing Man Colours

Before the Bird logo appears when the game loads up, press and hold Circle and R1. When the bouncing CDs appear, hold down R1 and press start 10 times.

All the planes

Not much of a cheat, but useful nevertheless. Finish all the missions on the easy stetting and you should have access to all 16 planes.

All the Wing Men

As with the planes, if you finish all the missions on medium setting, you'll have full access to all the wing men.

Level Select

The next step up is to finish the game on the hard setting. If you manage this you'll be rewarded with all the planes, all the wing men and a level select.

Assault Rigs

Invincibility

All powered up

Want to be invincible? Then press Left, Cross, Left, Cross, Left, Left, Cross, Right, Cross, Right, Cross and Cross during the game. If you've done it right, you'll hear the words 'Invincible? Yes, indeedy'

To get all the weapons and other items, simply press Left, Right,

Passwords

Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down and Down during the game. Again, if you've done it right, you'll hear the words 'Max Weapons added... oh yes.'

Use these passwords to get to any level you want.

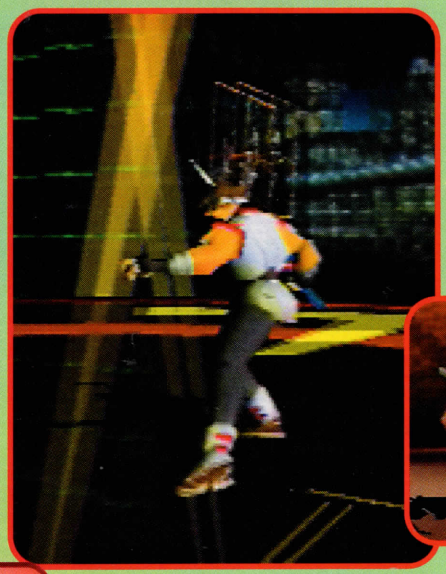
WELCOME – Circle, Circle, Circle, Circle, Circle, Circle
NEXTGEN – Square, Cross, Square, Cross, Triangle, Square
THIS WAY – Triangle, Square, Square, Circle, Circle, Triangle
JOY JOY – Triangle, Square, Triangle, Triangle, Circle, Triangle
NODDY – Square, Triangle, Triangle, Triangle, Cross, Triangle
WASTELANDS – Triangle, Square, Circle, Circle, Cross, Square
VERTIGO – Cross, Square, Square, Square, Circle, Triangle
GEM TOWER – Triangle, Square, Cross, Square, Triangle, Triangle
BRIDGE – Square, Triangle, Square, Cross, Triangle, Cross
OBLITERATE – Triangle, Triangle, Circle, Square, Cross, Square
ARENA – Triangle, Triangle, Cross, Triangle, Circle, Square
PBM – Circle, Square, Triangle, Triangle, Triangle, Circle
RAMPS – Triangle, Square, Circle, Cross, Triangle, Square

OASIS – Triangle, Triangle, Cross, Square, Square, Cross
HALLS – Circle, Cross, Triangle, Triangle, Triangle, Triangle
COASTER – Circle, Square, Circle, Circle, Circle, Square
MINE – Triangle, Triangle, Triangle, Circle, Triangle, Square
LOOK UP – Square, Circle, Square, Cross, Square, Triangle
DEADLINE – Cross, Cross, Square, Cross, Triangle, Circle
FORT – Cross, Square, Cross, Triangle, Triangle, Square
STAIRWAY – Triangle, Square, Triangle, Square, Triangle, Triangle
PARK A LOT – Square, Square, Triangle, Circle, Square, Triangle
ZAMCAM – Circle, Cross, Cross, Cross, Cross, Triangle
SHOOT ME – Triangle, Square, Square, Triangle, Triangle, Triangle
WILD – Triangle, Circle, Triangle, Triangle, Circle, Square
OIL RIG – Square, Circle, Circle, Cross, Circle, Cross
RIGHT WAY – Cross, Circle, Square, Triangle, Triangle, Square
WASTE TWO – Square, Circle, Square, Square, Square, Square
DODGE – Triangle, Square, Circle, Cross, Circle, Circle
AIR – Square, Circle, Cross, Circle, Cross, Triangle

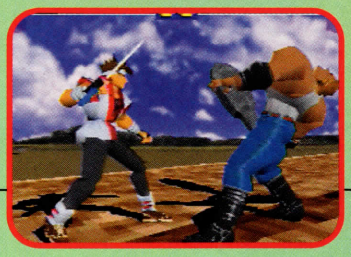
Assault Rigs

continued...

JUMP – Circle, Square, Cross, Triangle, Circle, Triangle
ROOM 101 – Triangle, Square, Cross, Circle, Square, Triangle
FIREPOWER – Cross, Cross, Triangle, Cross, Cross, Square
WAVE – Cross, Circle, Square, Circle, Circle, Square
PUSH OFF – Circle, Triangle, Cross, Triangle, Cross, Triangle
PERIMETER – Cross, Triangle, Triangle, Cross, Cross,
SquareSPIRAL – Cross, Triangle, Triangle, Cross, Triangle, Square
THE CASTLE – Square, Triangle, Square, Triangle, Square, Cross
FORTRESS – Square, Cross, Triangle, Cross, Cross, Triangle
LIFTS AHOY – Triangle, Cross, Triangle, Circle, Square, Cross
PUSH ME – Circle, Cross, Triangle, Circle, Triangle, Square



Battle Arena Toshinden



Sony's original 3D beat-'em-up is getting a bit long in the tooth now but here are a few little tricks to liven things up...

Select Gaia

On the title screen as the menu scrolls into view roll the pad from down to forward and press square (as if you were doing a fireball). The 'fight' sample will indicate whether the cheat has been accepted or not. Now on the character screen highlight Eiji, push up and press any button. You should now begin the fight as Gaia.

Select Sho

This one's similar to the Gaia cheat. Anter the Gaia code as above then allow the game to go into demo mode. Escape from the demo using START on pad two. Now as the menu scrolls on press LEFT, RIGHT, LEFT, RIGHT, LEFT, SQUARE. You should here the 'fight sample and the menu text should turn blue. Now on the character select screen press DOWN and SQUARE with Kayin highlighted to access Sho.

Secrets Out

Use the codes above to to select Sho and Gaia then after the fight allow the demo to run all the way through and the title screen to re-appear. Now press DOWN/LEFT and CROSS. The 'fantastic' samle should sound and the text will then turn white. Now go to the options and selct the controller set-up where all the specials are on the shoulder buttons. Now, during a fight, you can press all four shoulder buttons and select at any time to access the character's secret move.

Getting Desperate

Configure the controller so special moves are assigned to the shoulder buttons. Now you can access the character's desperation move when his energy bar starts to flash by hitting all shoulder buttons.

On Camera

Bored of the in-game camera angle? No problem. A cheat exists which allows you to select the angle of your choice. Choose a control configuration which doesn't invlove the shoulder buttons and a cam option called 'yourself' will appear. Go back to config and choose A5-G5. Now start the game and you'lkl find you can use the L and R buttons to adjust the viewing angle.

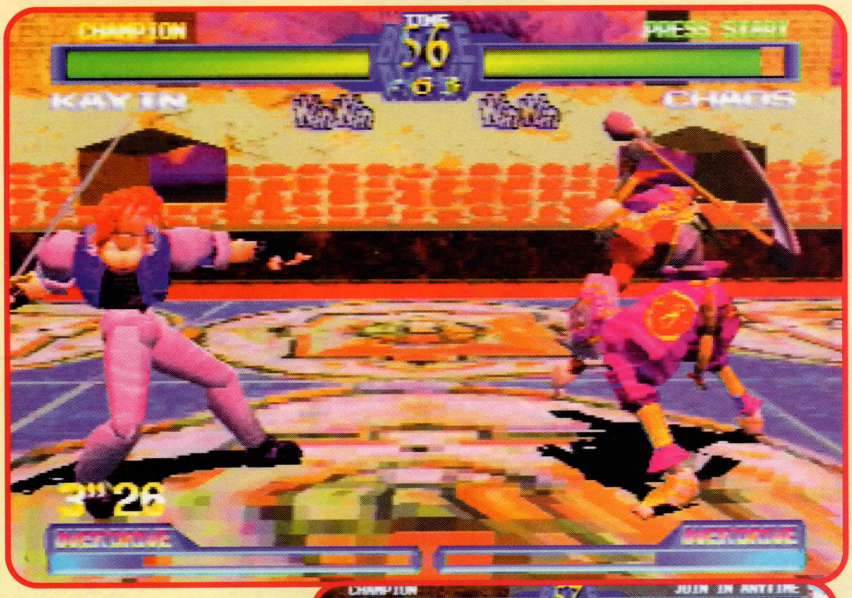
Pause and press TRIANGLE, SQUARE, CIRCLE, CROSS and SELECT which makes the menu disappear but you can still alter the angle. Press the same buttons again to make the energy bars, score and time disappear. The shoulder buttons can now be used to zoom in and out and also scroll around. SELECT on pad two will advance the action one frame at a time. Setting controller two as camera enables you to change angles while pad one zooms in and out.

If you want to fight looking up from below, set the angle with controller two and the floor will become transparent. Do this while the game is paused then unpause to fight.

Configuration Station

Once you've accessed the secret moves cheat above, press start during the demo and on the title screen as the text scrolls on press LEFT, RIGHT, LEFT, RIGHT, LEFT, SQUARE on pad two. The text should turn yellow and the 'fantastic' sample should sound. You can now select any controller configuration whatever the difficulty setting.

Battle Arena Toshinden 2



Here's a few tips that might save you getting your ass kicked.

Overdrive Moves: To perform a character's Overdrive move, simply press and hold down all four buttons on the joypad once the overdrive meter starts to flash. Be warned, some characters have very powerful overdrive moves, whilst others have extremely weak ones.

Taunt Move: At any point in a match, press the Select button to perform a character's Taount move. This move leaves you extremely vulnerable, so be careful.

Beyond the Beyond

General Tips

1) If you find yourself in the Enclosed Valley and can't be assed to go all the way through the caves, simply use the Golden Orbs that God's assistant gave to you. You should find yourself transported back to the spot where you left behind the character who didn't want to go along.

2) If you find yourself in the fortunate possession of a magical ring, sell it. Not only will you receive 7,500 gold pieces, but get to keep the ring too! Repeat the process over and over as many times as you like up to a maximum of 99,999 gold pieces. Not bad, eh?

3) To open all the treasure chests, you need to get the key from the 'cave of the sleeping Dragon'. The key cannot be seen until you reach the 'enclosed valley', but once you have it in your possesion, you can open every chest as well as having access to the mighty 'dragon sword'.

Criticom

Fighter Codes

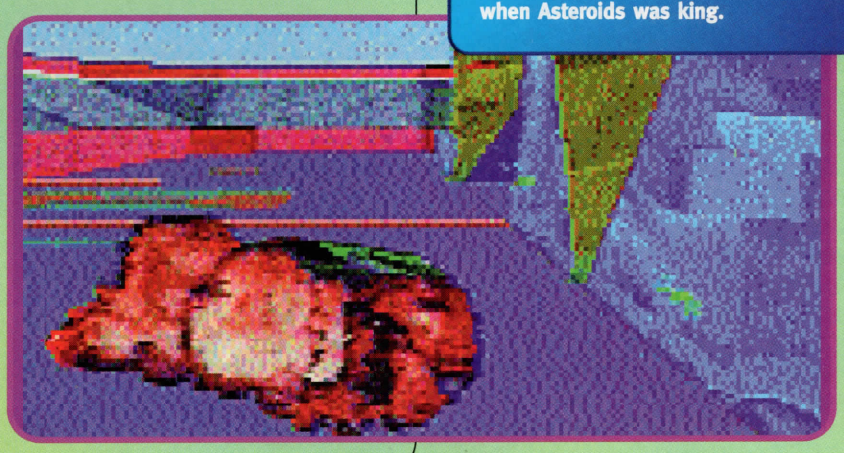
Use these exceptional codes to access the various characters in levels 2 and 3:

Character	Level 2	Level 3	Access code
Dayton	SIER	ETER	DIRAT
Delara	PHAN	KING	DCINO
Demonica	GONE	WORL	
Exene	SPHE	WING	ESCIN
Gorm	CHAM	MARV	
Sid	ODTH	BATM	
Sonork	PLAY	CHRO	SSISE
Yenji	SPID	STAR	YAHAM

Cyber sled

Extra Sleds

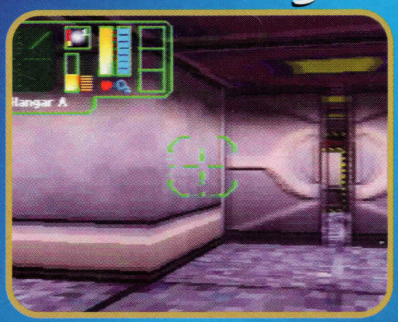
When the title screen appears, press the following buttons to access five hidden sleds; Up, Left, Down, Right, Up, Triangle, Up, Right, Down, Left, Up and Circle. At this point, you'll hear an explosion which acknowledges that the cheat has been activated.



Cyberspeed

If you want to get a bit more out of this disappointing game, try this cheat on the ship selection screen for the opportunity to race as a cow - Up, Left, Down, Up, Left, Down, Right, Left, Down, Right, Square, Cross, Circle.

Defcon 5



Hidden Game

To access a secret Asteroid-type game, go to any VOS terminal in the defence station, enter the communications area and select local communications. You'll get a report saying this is not available. At this point press the Triangle button. You'll soon find yourself engrossed in an excellent blast-em-up that stinks of the nostalgic days when Asteroids was king.

Destruction Derby

The original smash-'em-up racer. Here are couple of neat tricks to try.

Try typing these codes in on the name entry screen for the desired result.

REFLECT! — Accesses the hidden monastery track but only in practice mode.

!DAMAGE! — Turns off damage to the player's car. Very handy!

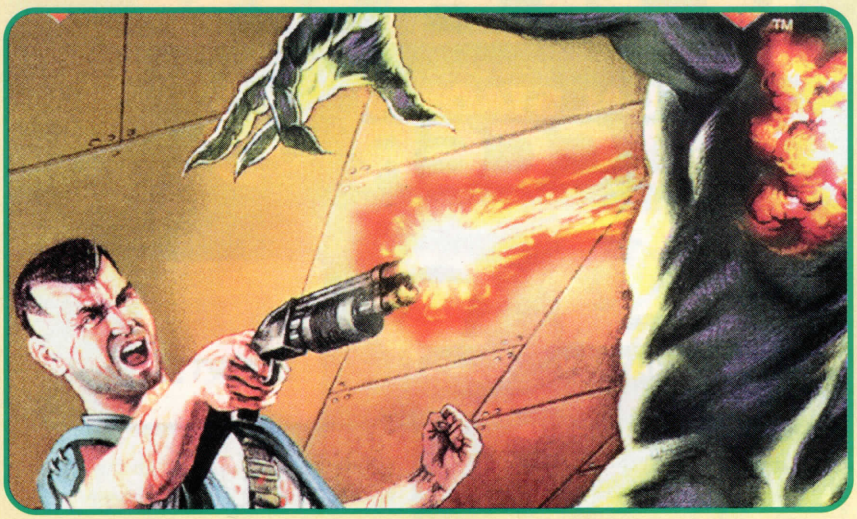
NPLAYERS — Allows up to 20 players to enter in pactice mode,

The number must be chosen after the track is selected.

A quick one to impress your friends. Start a Total Destruction race and repeatedly press START as the game starts. You'll quit and find 599.99 seconds acredited to you!

Doom

Over 200 codes for the game the spawned a generation



1	Hangar	M51W3PRCPM	R5X07TMHTR
2	Plant	46KBM57V53	86FGR93Z97
3	Toxic Refinery	M62V4NQBN1	R6YZ8SLGSQ
4	Command Control	43GFN4!Y46	83BKS8628
5	Phobos Lab	M3ZY5MTFMP	R3V29RPKRT
6	Central Processing	44HDP39X35	84CJT75179
7	Computer Station	M40X6LSDLN	R4W1!QNJQS
8	Phobos Anomoly	49DHQ!40!8	89JCL68W64
9	Deimos Anomoly	M9X07TMHTR	R91W3PRCPM
10	Containment Area	4!FGR93Z97	8!KBM57V53
11	Refinery	M!YZ8SLGSQ	R!2V4NQBN1
12	Deimos Lab	47BKS8628	87GFN4!Y46
13	Command Centre	M7V29RPKRT	R7ZY5MTFMP
14	Halls of the Damned	48CJT75179	88HDP39X35
15	Spawning Vats	M81W!QNJQS	R80X61SDLN
16	Hell Gate	4XSMBY04YW	8XNRG2W820
17	Hell Keep	MX94VFHMFC	RX58ZKCRKH
18	Pandemonium	4YTLCXZ3XV	8YPQH1V71Z
19	House of Pain	MY!3WDGLDB	RY670JBGJG
20	Unholy Cathedral	4VQPDW26WY	8VL6JoY!02
21	Mount Erebus	MV76XCKPCF	RV3!1HFTHK
22	Limbo	4WRNFV15VX	8WMSKZX9Z1
23	Tower of Babel	MW85YBJNBD	RW492GDSGJ
24	Hell Beaneath	41NRG2W820	81SMBY04YW
25	Perfect Hatred	M158ZKCRKH	R194VFHMFC
26	Sever the Wicked	42PQH1V71Z	82TLCXZ3XV
27	Unruly Evil	M2670JBGJG	R2!3WDGLDB
28	Unto the Cruel	4ZLTJoY!02	8ZQPDW26WY
29	Twilight Descends	MZ3!1HFTHK	RZ76XCKPCF
30	Threshold of Pain	40MSKZX9Z1	80RNFV15VX

ESPN Extreme Games

Attention radical sports fans! Here's how to get even bigger kix from the craziest events this side of nowhere. Feel the rush, man...

Gate Bonuses

Going through all the gates on any course takes you to a bonus course where each gate is worth $5 or $10.

Cash in Hand

Disable the computer opponents and race in South America. This way you don't have to worry about winning and can concentrate on getting through all the gates. You can then race the bonus crash course for heaps of easy money before turning the computer competitors back on and kicking their butts with your top notch gear.

Crypt Tonight

Just past the halfway stage on the Italian course is a hill with some columns. On the rigt down here you'll see the crypt open so skate in for some scary skateboard shennigans.

Board Stoopid

Enter the code 127 049 049 068 080 003 003 019 preceeded by 104 for Debra Wold, Meg Tipre 209, Reggie Costa 194, Charlie Nappie 224, Ralph Vanni 014, Tony Beccaccio 029, Frank Corsetti 044, Sam Marubayashi 059, Saul Berland 074 or Joe Cadberry 089. This will give you a new board to skate and sven of your oppoenents will stay stuck to the grid when the race starts. You will also be ranked first with $5000 in cash!

Alternatively enter the code 190 069 254 094 105 048 001 016 146 to enter the last race with so many points you don't even need to finish in the rankings!

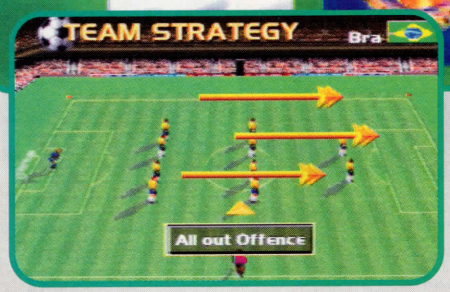
FIFA Soccer 96

Lighting Effects

If you've always fancied yourself as something of a lighting technician, then this cheat might be for you. Holding down the R1 button on the Instant Replay screen will let you play around with the lights. Pushing right and left on the joypad changes the angle of shadows, whilst up and down alters there length.

Secret Options

For a whole range of secret soccer options start a game as normal and then press pause. Go to the options menu and enter any, or all of these codes (S stands for square, X for cross and, not surprisingly, T for Triangle);



Invisible Walls – X, X, X, T, S, S, S, T
Curve Ball – T, S, X, T, X, X
Crazy Ball – X, S, T, X, X, T, S, X
Super Power – T, S, T, T, T, T, T, T, T, T
Super Goalie – S, S, S, S, S, T, T, T, T, T
Super Offence – S, S, S, S, S, T, X
Super Defense – T, T, T, T, T, X, T
Shootout – S, T, S, X, S, T
Stupid Team – S, T, X, S, T, X
Dream Team – S, S, T, T, X, X, S, S

After you've done this, resume the game and press square. An option screen will pop up with all the cheats above. You'll be able to choose the ones you've typed in, but the others will be greyed-out.

By using the same method described above, you can also access this range of unique uniforms. However, instead of resuming the game, you'll have to quit and go to the main option menu.

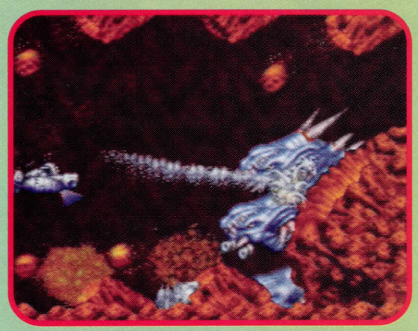
Formal – S, T, X, S, T, T, X, T
Federation – S, T, X, S, T, T, X, X
Dynamic Duo – S, T, X, S, T, T, T, S
Default Colour Palette – S, T, X, S, T, T ,T, X
Invisible – S, T, X, S, T, T, X, S
Oktoberfest – S, T, X, S, T, T, T, T
EA Custom Team – S, T, X, S, T, T, S, S

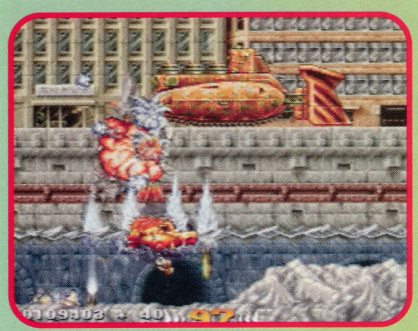
Firestorm: Thunder hawk 2

Use these passwords to help you get through the game.

TH2STATE
THK4SUTQGCG2Q
DoHCS1GKGOH5A
MCGKS1GDGOGKHJ2
C8GGS97PSOGGGP2
OKFGS915SSGCGTQ
EKE448P5SoGOGH2
VOEL4C89O4oGGAQ
KCC8489TO4oCGKA
E8CK4C21O8oOGS2
R4B444551CUGHIQ
FGBG4oT11GUCHOA
GGAK2GQH1KUOHEA

In The **Hunt**





Stage Select

Before you start a game, highlight the start option and press Up/Left, Circle and Select. This will access a stage select cheat.

Change Speed

Shoot-em-up fans who like their action to be fast and furious may have been a little disappointed with In The Hunt, but not any more, you can speed it up by pausing the game and then unpausing it whilst holding the Triangle and R2 buttons.

Unlimited Continues

For an unlimited number of continues, hold down the Triangle and Select buttons whilst pressing start after you've died.

Johnny **Bazookatone**

Invincibility

Enter the password PILCHARD for invincibility.

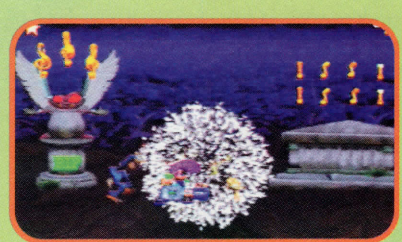
Level Select

Tap in KRISTIAN on the password screen to access a level select.

Passwords

Type in these passwords to access the relevant level;

AFLEAPIT – Hotel
TEASPOON – Restaurant
SEDATION – Hospital
VERYNICE – Penthouse

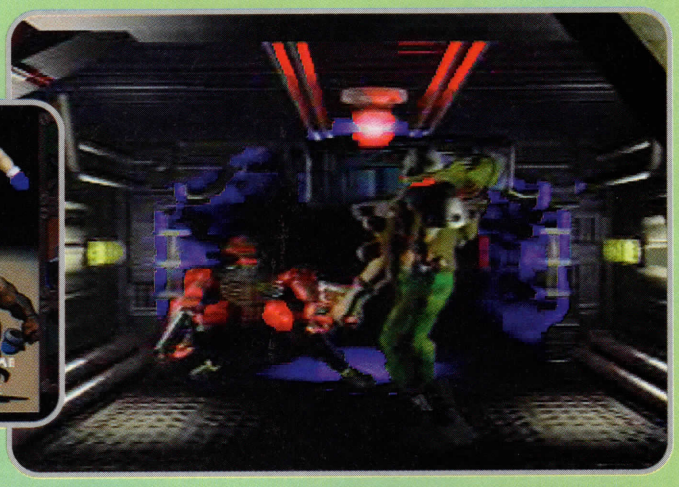


Jumping Flash

If the complete solution a couple of months ago wasn't enough to help you finish the game, try this cheat instead. On the title screen, press Up, Up, Down, Down, Cross, Cross, Left, Right, Left, Right, Cross, Triangle, Cross, Triangle. If you've typed it in correctly, the screen should now turn red. Press start and you should now access the world select cheat. Just move the joypad left, or right to select the world you want to play.

Loaded

Cheats Galore



To access this hoard of cheats, start a game as normal and then bring up the in-game options menu. Hold down L1 and L2 for ten seconds before tapping in the sequences below (remember to keep L1 and L2 held down throughout). The cheats should appear as extra options on the menu. To activate them simply highlight the ones you want and press Start.

AMMO –
Down, Right, Circle, Left, Right, Circle

HEALTH –
Right, Right, Left, Down, Down, Up, Triangle, Circle

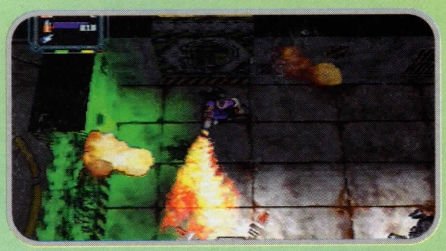
LEVEL SELECT –
Up, Right, Down, Left, Triangle, Circle, Cross, Square, Cross, Triangle, Square, Circle

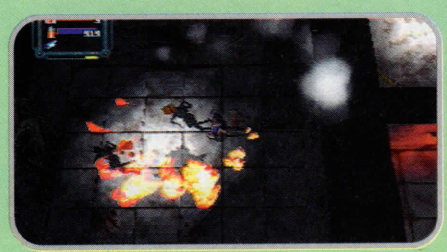
LEVEL SKIP –
Cross, R1, Triangle, R1, Square, Circle, R2, R2, Cross, Square, Triangle, Cross

LIVES –
Left, Down, Right, Triangle, Square, Cross, Circle

POWER –
Right, Down, Right, Triangle

SMART –
R1, R2, Cross, Triangle, Square, Circle, R1, R2, Circle, Circle, Square

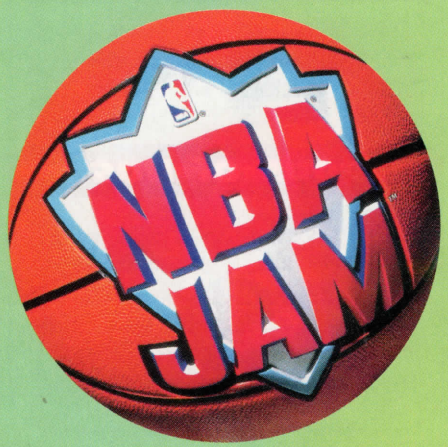




NBA Jam

Cheats, Cheats & More Cheats!

All these cheats must be tapped in on the 'Tonight Match Up' screen.



BIG HEAD – Triangle, Square, Cross, Circle, Triangle, Square, Cross, Circle.
BABY MODE – Circle, Square, Circle, Square, Circle, Square.
FULL COURT JAMS – Left, Right, Cross, Circle, Circle, Cross.
FULL COURT PUSH – Down, Down, Cross, Circle, Cross, Right, Right.
HIGH SHOTS – Up, Down, Up, Down, Right, Up, Circle, Circle, Circle, Circle, Down.
MAMMOTH HEADS – Circle, Cross, Square, Triangle. Repeat four times.
MAXIMUM POWER – Right, Right, Left, Right, Cross, Cross, Right.
POWER-UP THREE POINTS – Up, Down,

Left, Right, Left, Down, Up.
POWER-UP FIRE – Down, Right, Right, Circle, Triangle, Left.
POWER-UP GOAL TENDING – Right, Up, Down, Right, Down, Up.
POWER-UP OFFENCE – Square, Circle, Up, Square, Circle, Up, Down.
POWER-UP TURBO – Circle, Circle, Circle, Square, Down, Down, Up, Up.

PUSH ONE OPPONENT AND BOTH FALL – Up, Up, Up, Up, Left, Left, Left, Left, Circle, Circle.
PUSH ONE OPPONENT AND TEAM-MATE FALLS – Up, Up, Up, Up, Left, Left, Left, Left, Circle, Triangle.
QUICK HANDS – Left, Left, Left, Left, Circle, Right.
RICHARD KIEL MODE – Triangle, Cross. Repeat seven times.
SHOT PERCENTAGE DISPLAY – Up, Up, Down, Down, Triangle.
SPEED UP – Up, Up, Up, Up, Left, Left, Left, Left, Cross, Triangle.
TELE-PASS – Up, Right, Right, Left, Circle, Down, Left, Left, Circle, Square.

Extended Roster

For an extended team roster for any of the teams, hold down Select and move the D-pad anti-clockwise a couple of times whilst the team is highlighted on the team select screen.

Extra Players

While holding the L1 and R1 buttons, enter these initials and birthdays to access the 53 hidden players:

Adrock	ADR	APR 6
Air Dog	AIR	JAN 21
Benny	BEN	SEP 20
Bird	LAR	JAN 15
Blaze	BLZ	JAN 14
Boo-Boo	THI	NOV 1
Brutah	GOW	JUL 17
Carlton	CAL	MAR 25
Catling	CAT	JAN 2
Charles	CHA	MAY 4
Chow Chow	CHD	MAY 5
Clinton	BIL	JUN 3
Crunch	WOL	MAR 7

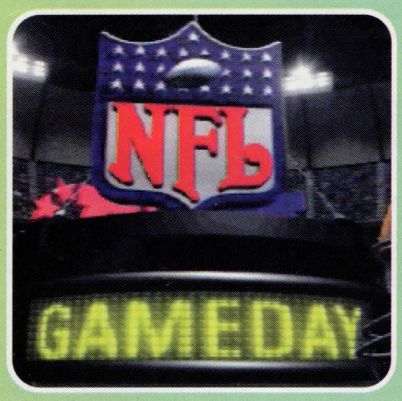
D Falcus	DAZ	AUG 6
Divita	DIV	JUL 3
F Prince	FRS	FEB 2
Facime	DEL	OCT 19
Fumungus	GUN	JAN 11
Gordon	GOR	JUL 3
Gorilla	APE	APR 2
Goskie	GOS	JAN 6
Gray	ROB	FEB 23
H Clinton	HIL	NOV 6
Heavy D	HEA	JAN 9
Higgins	TOM	FEB 19
Hill	ZIG	APR 7

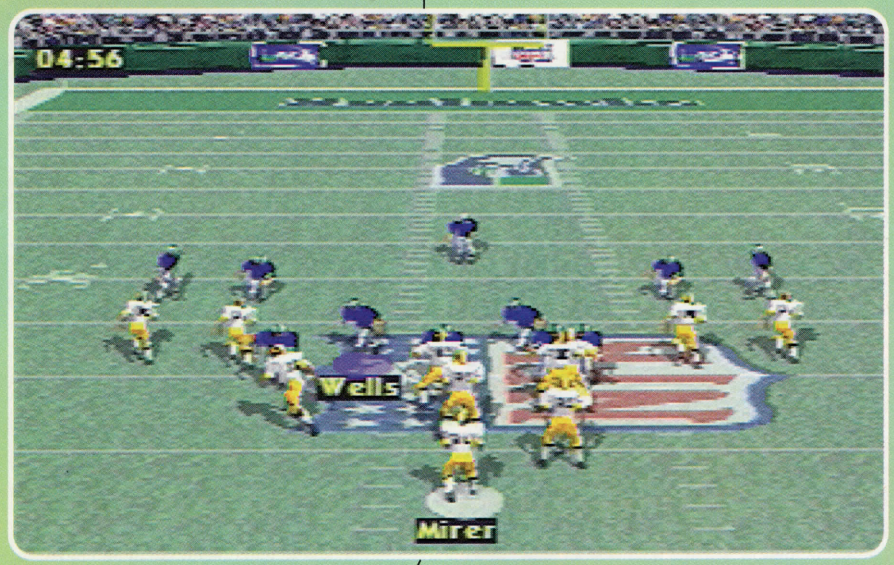
Hodgeson	HOG	DEC 31
Hugo	HOR	JUN 12
Hutchinson	BAR	APR 9
J Falcus	JAS	NOV 16
J Moon	JAY	AUG 24
Jax	JAX	MAR 1
Jazzy Jeff	JAZ	OCT 9
Kabuki	KUB	APR 14
Kirby	CHR	DEC 18

Liptak	LIP	JAN 14
Mad Mike	MUS	DEC 24
Magic Hair	STH	DEC 8
Max	LIZ	AUG 7
MCA	MCA	APR 9
McHugh	BAA	JUL 12
Mike D	M_D	JUL 1
Moore	MOE	JUN 8
Pistol	WAN	JUN 10
Renaldo	REN	FEB 4
Rivett	REV	JUL 6
Sequoia	SAW	APR 10
Shelley	SHY	JUN 8
Snake	SNK	JUN 15
Thomas	FNK	JAN 8
Tunnicliff	SAT	MAY 7
Turmell	TUR	JAN 31
Weasel	DAN	JAN 2

NFL Gameday

If you get bored with playing with the regular teams, try this cheat for some extra ones - press Circle, Circle, R1, R2, L1, L2, Circle, Square, Triangle and then press and hold L1 and R1 simultaneously for about 5 seconds. If the cheat has worked, some new teams should appear on the team selection screen.

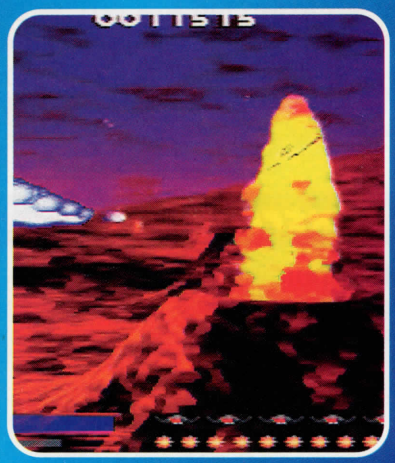




Nova storm

Level Select

To access this cheat you must first play the game and get onto the High Score table. Then, enter TWIRLY (plus a space at the end) as your name to get the level select.



Off World Interceptor Extreme

Level Codes

lP5VK?PZQG41417P – Las Lunas
NRQV!TB9MBJGKB8! – Morph Moors
CQD?DC5KPL5KW74l – Silt Sorrow

Loads of Dosh

Before you start a game, go to the options menu and proceed to the controller setup. Press Square, Cross, Circle, Circle, Circle, Circle, Circle, Circle and L1. This will earn you $9999999000 dollars for your trouble.

Parodius

Invincibility

Pause the game and press Triangle, Triangle, Cross, Cross, Circle, Square, Circle, Square, Down and Left for an invincibility cheat.

Full Power

Pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, Cross and Circle for maximum power.

Level Select

At the title screen press Square five times, Triangle seven times and Circle three times.

Secret Level

Select the original Parodius. Shoot every single ship in the first wave of enemies and then only the first one in the next wave. Now ait for about 20 seconds without firing. Eventually, all the enemy ships will disappear and you'll be transported to a secret level.

Raiden Project

Infinite Continues

After you've died and the countdown has begun, hit Select to keep all your credits.

Free Play

For limitless play, go to the miscellaneous menu and press Square, Cross, Circle and Triangle.

Power-up Pixie

As you go about the game, keep an eye out for trees that look slightly unusual and a bit off colour. If you find one, go up close to it and blast away. Eventually it'll explode releasing a pixie. Catch the pixie and you'll no longer lose your power-ups when you get hit.

Rayman

If the excitiment and anticipation surrounding Ubisofts Rayman II is keeping you up late at night, why not pass the time away by eeking abit of extra life out of the original thanks to these cheats;

Level Codes

BAND LAND -	
Allegro Presto	!GNSZ36N9X
BLUE MONTAIN -	
Twilight Gulch	PJNJF!Q29P
BLUE MONTAIN -	
The Hard Rocks	Z?WOZ3QTFP
PICTURE CITY -	
Pecil Pentathlon	Z8N8P36D6P
PICTURE CITY -	
Space Mammas Crater	Z8WOZ5QNOZ
THE CAVE -	
Crystal Palace	VPN8P!646Z
THE CAVE -	
Eat at Joe's	P1NO7!6NSZ
THE CAVE -	
Mr Skops Stalactites	FGN83562SZ
CANDY CHATEU	FJSJ!C62OP

Ridge Racer

Extra Tracks

Finish all four tracks in first place to gain access to another four. These are essentially the same four as before, except they are raced backwards! This may sound easy, but believe me its not.

Extra Cars

When you load up the game, you could be forgiven for thinking the stage of Galaga is just there to keep you amused whilst you wait for the real action to begin. Wrong! It's there for a reason. If you destroy all the ships in the short space of time you have, then you'll gain access to 8 new cars. That's twice as many as you originally started with.

Double Trouble

If you hold down the L1, Triangle and Cross button, whilst pressing up on the joypad, as the game loads, you should get two ships during the Galaga game, rather than one. Side by side, these give you twice as much firepower and twice as much chance of completing the game and accessing the bonus cars.

Mirror Mode

To race on a track that is the mirror image of the normal one, after the start of the race, turn around. On the normal tracks this must be before you get onto the main straight. On the extra courses this must be before you get to the first bend. Now accelerate as fast as possible and drive through the brick wall in front of you. You'll now be able to carry on around the track, but what was a right hand turn will have become a left one and what was a left turn, will have become right. Novel, eh?

Flag Tricks

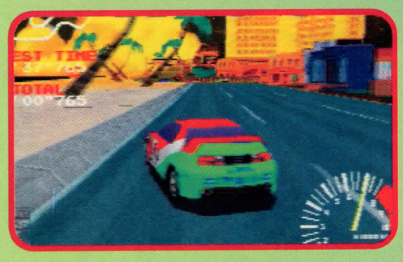
Whenever you start a race, you will see a chequered flag waving in the wind. If you hold down the L1, L2, R1 and R2 buttons and press the D-pad you can make it flip and rotate in different directions. Alternatively, you can press the Cross button to zoom in on it and the Square button to zoom away from it. Pressing start as well, will also make the flag go transparent. Remember though, the L1, L2, R1 and R2 buttons have to be held down throughout for these tricks to work.

Oh So Dizzy!

Feeling dizzy from reading all these ace tips? Well you will be in a minute. On the car, or track selection screen, hold down the L1, or R1 buttons to get the cars and tracks spinning. The longer you hold the button, the faster they go and the dizzier you get.

Race as the Ghost Car

As we've already explained, if you complete the first four races in the top spot, you'll get to race them all backwards. No matter how you get on on these extra tracks, finish them all and then try out the Time Trial Extra track. As you go over the bridge for the first time, you'll notice the Black lamborghini ghost car. Let it go past you. When you come around to start the second lap, you'll notice it has parked up, waiting for you to catch up. After you've roared past it, it'll start racing again. With it's awesome speed, the lamborghini will soon pas you ...if you make a mistake! As the car is programmed to follow the perfect line, if you keep to this yourself,, the car will not be able to get past. Hence, if you can do the last two laps all but perfectly, you will beat it. If you manage this, go to the car select screen and there, sitting proudly, is the Black Lamborghini for you to drive.



Street Fighter Alpha

Give Dan Some!

Play the game in one player mode and get through to match 5 without losing a round. Then hold R2, L2 and UP when the victory message appears. Dan will now appear to fight in place of the usual fifth opponent. If you defeat him you'll then go on as you would normally.

Choosing Dan

Dan can be selected in either one or two player mode by highlighting the question mark on the character select screen (the question mark normally selects a random character). Hold L2 and press TRIANGLE, SQUARE, CROSS, CIRCLE, TRIANGLE. Press the same buttons in reveres order for different coloured pyjamas.

Where's Akuma?

A bit of a tall order, this, and one only masters of the game are going to be able to manage. To face Akuma you need to get right through to the last boss without losing a round and finishing at least 10 rounds with super combos. Akuma will then pop up to replace the final boss.

Tekken

Select Devil Kazuya

In the Galaga shoot-'em-up that plays as Tekken loads, you need to hit every single baddy to access the hidden character Devil Kazuya. This is tricky to say the least, but made easier by holding CROSS, TRIANGLE, L1 and UP as the game loads. This gives you dual ships.

Selecting Bosses

When playing through the game in one-player mode each character fights through all the others before taking on their personal boss and finally Heihachi. Once Heihachi is defeated, the personal boss of the victorious character becomes selectable. For instance if you win the game as Nina Williams you can then choose to play as Anna. However playing as Heihachi is rather trickier as you have to go through the game without using a continue. It's easiest if you turn down the timer to minimum and select one round fights. Heihachi's final opponent is Devil Kazuya.

Theme Park

Mega Rich

When prompted to enter a nickname, type in Bovine. Later in the game, press Circle, Square and Cross at the same time to get loads of cash. If you don't think you've got enough, just repeat the trick.

Total Eclipse Turbo

Mission Codes

MISSION TWO – Cross, Circle, Triangle, Square, Cross, Cross, Cross, Square
MISSION THREE – Triangle, Triangle, Circle, Cross, Triangle, Triangle, Cross, Square
POLARIS 5 – Circle, Circle, Circle, Triangle, Cross, Triangle, Square, Square

Extra Continues

For loads of extra continues, start a game as normal and then press pause. Select options from the menu that appears and then press Triangle, Square, Circle, Square, Triangle, Square, L1, L1, R1. After this click on the picture to the right and a skull will appear. Press Triangle, Square, L1, L1 Square and Triangle. The game should now restart and you'll have 10 continues.

Stage Select

Before you start a game, go to the options menu and highlight the password option. Whilst holding down Select, press Triangle, L1 and Square. Now release Select and press Triangle, L1 and Square again. You should now have accessed a level select.

Twisted Metal

Level Passwords

WAREHOUSE – Circle, Triangle, Square, Circle, Circle
FREEWAY – Cross, Square, Square, Circle, Triangle
RIVER PARK – Cross, Triangle, Square, Circle, Square
CYBURBIA – Cross, Square, Triangle, Triangle, Triangle
ROOFTOP – Square, Triangle, Cross, Circle, Cross

Extra Passwords

Enter these codes for the relevant effect;
HIDDEN LEVEL – Square, Triangle, Circle, Square, Square
HELICOPTER VIEW – Circle, Circle, Triangle, Cross
INVINCIBILITY – Square, Triangle, Cross, Right, Circle

UNLIMITED WEAPONS – Triangle, Right, Square, Circle, Circle

FIGHT MINION – Triangle, Cross, Circle, Square, Triangle
UNLIMITED TURBO – Triangle, Cross, Triangle, Triangle, Circle

Viewpoint

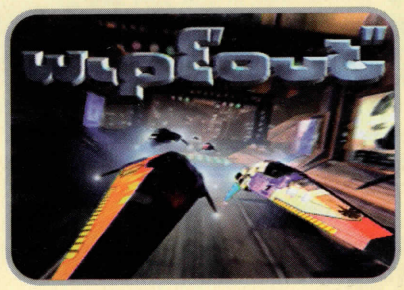
For an easy route through this mind-numbing game, try these passwords:

Level 1-1.....CGG
Level 1-2.....CLL
Level 1-3.....CRR
Level 2-1.....FGD
Level 2-2.....FLJ
Level 2-3.....FRN
Level 3-1.....HGD
Level 3-2.....HLG
Level 3-3.....HRL
Level 4-1.....KGG
Level 4-2.....KLD
Level 4-3.....KRJ
Level 5-1.....MGJ
Level 5-2.....MLD
Level 6-1.....PGL
Level 6-2.....PLG
Level 6-3.....PRD

Wipeout

Rapier Class

Hold down L2, R2, START, SELECT and LEFT with 'one player' high-lighted then press cross to select class.

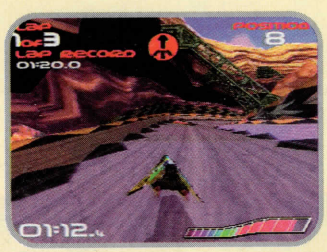


Secret Track

Hold L1, R1, CIRCLE, SQUARE and RIGHT then press cross for a new track which normally only becomes available after comiong first on all tracks in the Rapier class.

Brake it up

If you're behind as the finish line comes up, slam on the airbrakes to flip through a 180° turn and cross the line backwards. The computer won't register the lap to have been completed and you'll get another lap to catch the leaders up.



Quick off the Mark

Position the rev counter on the second line as the announcer says go for a quicker start.

Worms

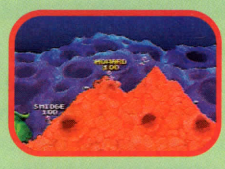
Instead of wasting time collecting all those crates, for a nice hoard of special weapons, simply pause the game and tap Cross, Square, Square, Cross, Square, Square, Cross, Square, Square. When you go into the weapon select screen, you should now see banana bombs, mini-gun and the fantastically explodable sheep.

Landscape Selection

To generate one of your own landscapes, press Cross at the start of a game. A list of letters and numbers should appear. You can cycle through these by pressing Up and Down on the joypad. Here's a few cool ones for you to try:

00956 – desert storm
29726 – low bridge
46463 – Martian scape
57805 – another Martian scape
70345 – fancy a lollipop?
97155 – three's a crowd
149147 – kill that Smiley
208041 – alternate jungle
326576 – crowded alien scape
436642 – Hell
4802043 – a bridge too far
5154527 – lollipop bridge
7007230 – snow joke
7841228 – beach
13410325 – life's a beach
23418990 – all beached up
39054687 – beach weather
56439996 – the tide is high
62332782 – forest scape
77004498 – alien scape
99426730 – cliffs of Hell
203953110 – alien bridge
223981979 – it's Christmas time
309072302 – jungle island
635199159 – cliffs and lake
733737544 – another alien scape
742182075 – another forest scape
954338916 – bless you
1408066876 – another candy scape
3329407250 – snorkel island
7373888390 – fires of Hell
8902118313 – jungle
CHEZZY – hollow mountain
THORAHIRD – careful when you dig

..and a few more..

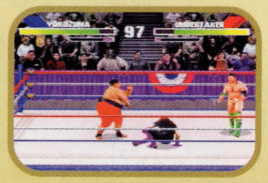


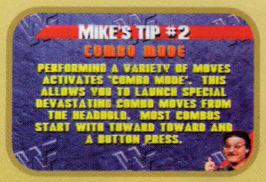
33926
70345
80765
304768
4802043
7267896
37637177
43629833
223981979
903172603
6786876866
7373888390
BRITISH
KIG IS COL
DOOM SUCKS
WORMS RULE

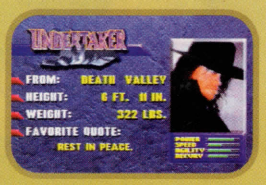
WWF Wrestle Mania

Acclaim's nancy-boy fighters don't have many cheats to their game (not like the real thing, eh). However if you're bored of the colour of your character try holding RIGHT when you select them. This works for all characters except The Undertaker, Shawn Michaels and Doink for whom you should hold LEFT.

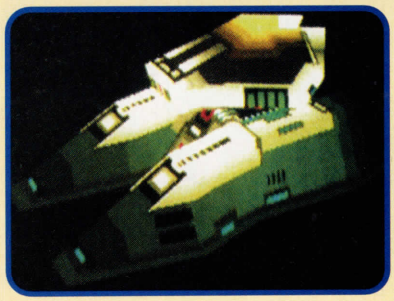
Also, on the character selection screen hold up and hit start for a random wrestler.




MIKE'S TIP #2
COMBO MOVE
PERFORMING A VARIETY OF MOVES ACTIVATES "COMBO MODE". THIS ALLOWS YOU TO LAUNCH SPECIAL DEVASTATING COMBO MOVES FROM THE HEADHOLD. MOST COMBOS START WITH TOWARD TOWARD AND A BUTTON PRESS.



Zeitgeist

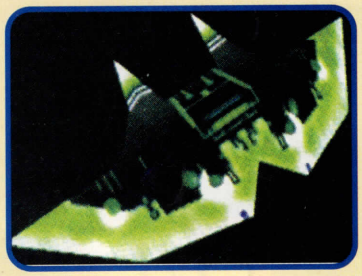


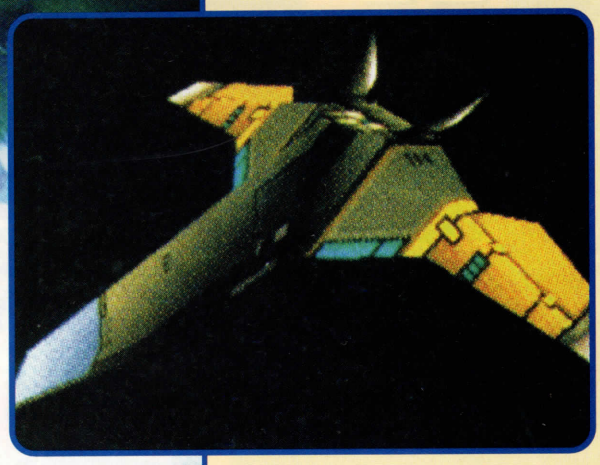
Top View

For a top-down view of the game, press start to pause the game then press start again and hold it for about 10 seconds.. Now press L1 and start at the same time. You should now have a top-down view.

Side View

If a top view is not your kind of thing, then maybe a side-on view is. Do exactly the same as above, but, at the end, instead of pressing L1, press L2.





Zero Divide

Characters

To access the character Zulu, you must defeat him with each of the other 8 characters. The easiest way to do this is to set the timer to 30 seconds and set the difficulty to easy. On defeating him with 8th character, go back to the character selection screen and you should see him there. Xtal and Neco can be accessed in a similar way, but the difficulty setting must be on hard and you cannot use a continue.

Phalanx

press down the Start and Select buttons on joypad 2 when you turn on the Playstation. After a while, the FULL game will appear.

And so we come to the end of our second tips-packed issue. We hope it gives you as much pleasure and satisfaction as it's given us to write. Actually we hope it gives you more 'cos this month's been a complete nightmare. Deadlines coming and going with alarming regularity and many late nights in the office ensuing. But we wouldn't want to bother you with our troubles. Any tips, cheats or solutions you may have should be sent as always to PLAYSTATION SOLUTIONS, Rapide Publishing. 14A Union St, Newton Abbot, Devon TQ12 2JS.
Catch y'all next month!

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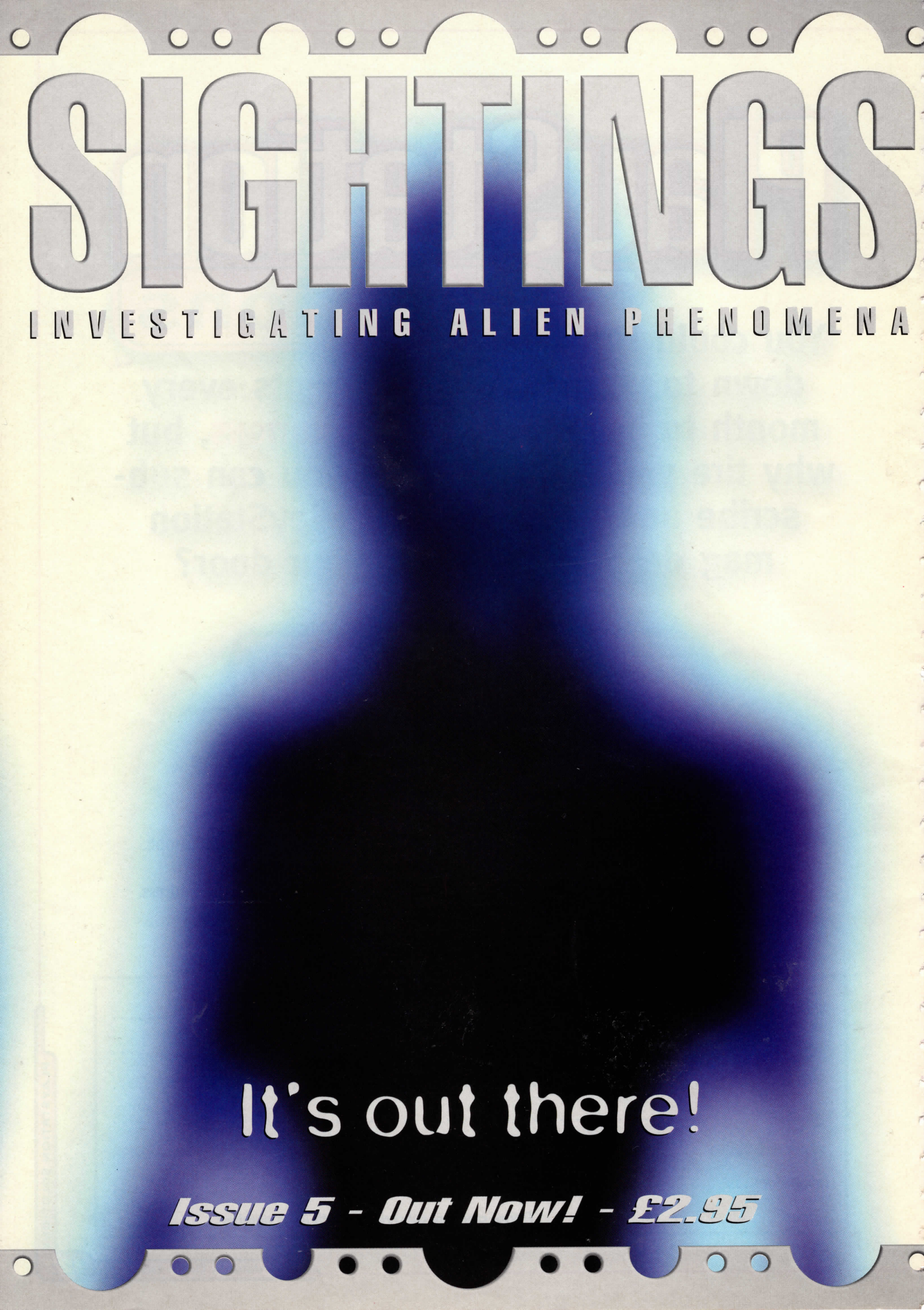

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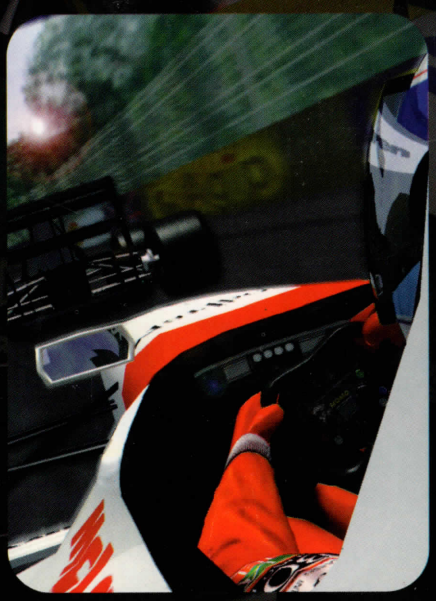
PlayStation Solutions



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